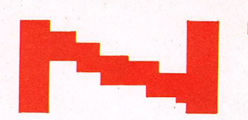

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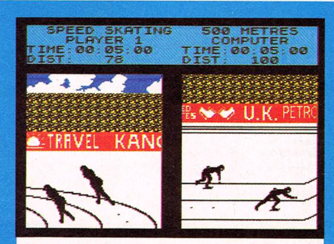

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FEATURES

NEWS + REVIEWS





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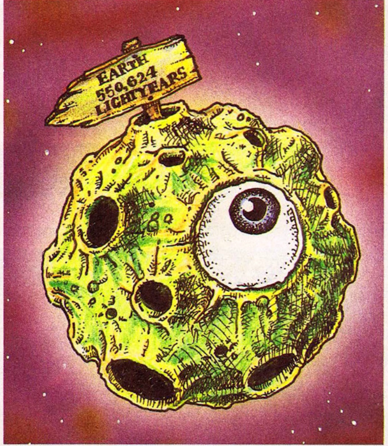
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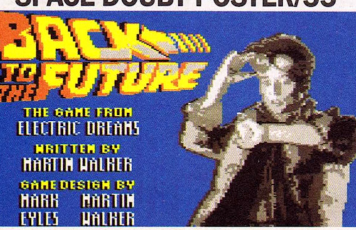
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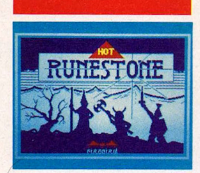
Greetings illustrious ones! You have just made the purchase that will change your life — for the next 28 days anyway. If you've never grabbed a copy of **C+VG** before — well, where have you been? You don't know what you've been missing! Here's what you'll miss this issue if you decide to buy Practical Frogbreeder instead of the world's best computer games magazine. There's a games player's guide to the hottest game to hit the 64 since **Rambo.** It's **Andrew Braybrook's Uridium** — a fast and furious zapper set to take the charts apart. We've got a special set of maps plus hints and tips on game play straight from the programmer's mouth. There's an exclusive peek into the mystical world of **Swords and Sorcery,** the ultimate *D&D* game for the Spectrum. We've got a map of the first dungeon plus hints written by *S&S* programmer **Mark Simpson.** *S&S* players just can't afford to be without this special guide.

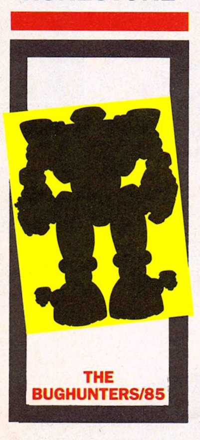
Then there's a peek at some exciting new games from **Elite** — the **Commando** people — who have gone back to the arcades to bring you a computer conversion of **Ghosts n' Goblins** a stunning graphic adventure game.

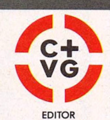
More adventure in the shape of **Keith Campbell's** special three-way review of **Lord of the Rings,** plus all the hints and tips you could ever want in the shape of the one and only **Adventure Helpline** — often imitated but never equalled. Then there's competitions like the truly meaningful **Movie** gangster quiz. You could win a copy of our Game of the Month. Now there's an offer you **shouldn't** refuse . . .











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A MESSAGE FROM THE ED . . .

There I was, sitting peacefully with my feet up on the desk watching OTISS trying to get through the 10th level of Uridium when I started hearing these voices in my head. It's not that I'm going crazy or anything — IDEAS CORP fit all their employees with a transistorised communication device. It fits into the back of your neck. It was HIM. The Big Boss. "Tim," he said. We're on first name terms you know (swagger, swagger) "We're going to have to put 3p on the price of *C+VG*." "WHAT!" I thought back at him. Have you ever tried to think exclamation marks? It's very difficult. "Why?," I asked.

"Well, our insurance premium has gone up because of all the damage Big Red has been doing to children's homes, Melissa's clothes bill is pretty high and then there's the cost of keeping that chap Campbell in the penthouse."

What all that means is that your *C+VG* will cost you 98p from this issue. But rest assured *C+VG* will be even better value for money from now on. And we promise to keep Red away from the children's homes! If you want to keep up with what's happening in the wonderful world of computer and video games put an order in for *C+VG* from your newsagent today.



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NEWS

TWISTER
C+VG
COUPON NO.1

☐ The mighty **US Gold** has taken yet another software house under their corporate wing. But this time it's not a company from the other side of the Atlantic. This software house is British and has won *C+VG's* Software House of the Year Golden Joystick Award for two years running. Yes, it's **Ultimate** — how did you guess?

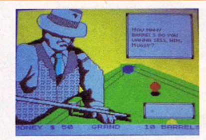
The two companies have merged and U.S. Gold will now take control of international manufacturing, promotion, marketing and sales of Ultimate Games. The Ultimate people say they are going to concentrate on games development and expect to release at least six new titles for major micros during '86. The association began with the release in January of three Ultimate games, **Pentagram** and **DragonSkulle** for the 64 and **Cyberrun** for the Spectrum.

Does this mean that the supply of good American games is drying up?

☐ What's **Return of the Fist**? The follow-up to the classic **Exploding Fist** that's what. Melbourne House tell us that the Aussie programmers are beavering away on this project even as you read this. The game will be out much later this year. Our martial arts experts can't wait.

☐ Hey boss! Mugsy's back in town — looking for trouble! You remember **Mugsy** the gangster from **Melbourne House** who stunned everyone with his good looking graphics about 18 months





back. Well, he's been away "resting" for a while but now the Melbourne House gang have sprung him and he's out looking for revenge! He's looking even better than when we last saw him and the action — well it's pretty fast and furious. If you want to know more, just keep watching this space — or look out for **Mugsy's Revenge** on the Spectrum — he'll be coming your way soon!



☐ Here's a glimpse of the fastest thing yet seen on the Amstrad. English Software's **Elektra Glide**, already a hit on the Atari and C64 is destined to hit the screens of the Amstrad in March. It'll feature the tunnels, hair-raising bends and neat music of the other version. With two channel sound available on the Amstrad it should sound pretty special. The game will sell for £8.95 on tape with the disk price to be announced.

☐ Prepare for a trip you'll never forget. A trip that takes in all the planets in our Solar System! Martech take a rest from the arcade action to wisk you away through the stars. Their next release will be **The Planets** based on that fascinating Channel 4 TV series starring ace astronomer Heather Couper. The program will apparently allow you to visit each planet in turn, diving down across the surface and gathering information about the planet as you go. Watch this space for more details as we get them.

☐ Picture a bouncing tennis ball, add a touch of hopscotch and what do you get? Gremlin's new Commodore 64 game **Bounder**, that's what.

You control a bouncing tennis ball and move jumping from square to square. Not all the squares are the same, some are set further apart.

Miss the square and end up on what Gremlin describes as mountainous terrain and a life is lost. Extra hazards include lava pools and what appear to be aliens zooming around. Some other squares have question marks on. Land on these and you could gain an extra life or lose one.

C+VG received a preview copy of the game, so changes could be made to the game which goes on sale.

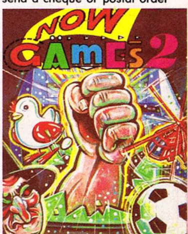
The game is certainly different and difficult. But why, we ask, is it called **Bounder**? Perhaps Gremlin hope it will take the charts by leaps and bounds.

☐ Steve Turner, the man who brought you **Avalon**, **Dragontorc** and more recently **Astro Clone** is currently working on an exciting new arcade adventure called **Ziggurat**. Steve says the game is a bit like **Gyroscope** — featuring 3D pyramids inhabited by robots and stuff. Like Steve's other games this will be released by **Hewson**.

Meanwhile, watch out for another new release from Hewson, called **Sphinx**, which stars a bunch of Egyptian explorers. Steve's **Ziggurat** will be released for the Spectrum in April and will cost £7.95.

☐ Now here's what we call a SPECIAL offer. A whole £1.50 off **Virgin's** mega-collection of hit games for the C64 and Spectrum — **Now Games 2!** The collection normally sells for £8.95 — but the IDEAS Corp executive managed to persuade Virgin to knock some cash off the price after revealing that they had some pictures of the Virgin team dressed up in rabbit suits . . .

How do you get in on this wonderful offer? Simple. Just send a cheque or postal order



for £7.45 made payable to Virgin Games Ltd, together with the special *C+VG* Now Games Offer coupon, to Virgin Games, *C+VG* Now Games Offer, 2-4 Vernon Yard, Portobello Road, London W11 2DX.

What do you get on the tapes? The C64 version has Airwolf, Chuckie Egg 2, Tir Na Nog, Cauldron and World Cup II. The Spectrum version has Airwolf, Tir Na Nog, Cauldron, Chuckie Egg and World Cup. Don't delay. Get your coupon in TODAY!

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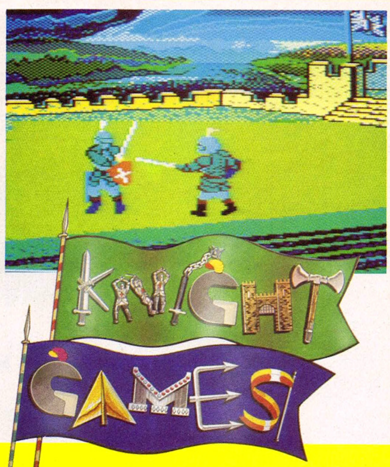
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Ever wondered what it was like to take part in a medieval tournament? You know, jousting, archery and all that. Well now English Software will put you in the picture with a neat twist to all those sport simulations. **Knight Games** is a sort of Ye Olde Daley's Supertest.

Instead of all those mundane athletic events, you get to chance your arm at sword fighting, axe duels, archery, quarterstaff contests to name but a few. You can take part in eight different events in all on your Amstrad or C64.

The Amstrad version will be out at the end of February at £8.95 while C64 owners will have to wait until March.

Chocs away, chaps. That absolutely spiffing wizard of the air, **Biggles**, is all set for take off in a new computer game from **Mirrorsoft**.

The game will be based on the exploits of W E John's hero in a film due for release this spring.

Details of the game are still vague at the moment but Mirrorsoft says it will be a multi-part game and load in several sections.

The Biggles film is to be given a Royal premiere.

Here's looking at you! C64 owners who have everything will go over the rainbow when they get their hands on the **Print Technik Video Digitiser** which was used to create these neat pictures of Hollywood Greats like Humphrey Bogart, Ingrid Bergman and Judy Garland.

One obvious application of the video digitizer is to produce digitized pictures for use in tutorials and simulations — or even adventure games. Pictures are displayed on the 64's screen using four colours — black, white, and two shades of grey — but any of these colours can be changed to make a more colourful picture.

The digitizer takes 4 seconds to produce a 256 by 256 point image, of which any 160 by 200 point section can be displayed on the screen. Although the output is essentially black and white the input can be monochrome or colour — so you can digitize shots from old movies — or the latest pop videos!

The Print-Technik Digitizer costs £149.95 (inc VAT). You'll need a Commodore 64 or 128 with disk drive. A version for cassette-based users will be available shortly. Contact Supersoft on 01-861 1166 for more details.

Mercenary madness has gripped *C+VG*'s readers — and anyone who has played the game will know why! But even as you poor unsuspecting folk are learning how to cope with the Palyars of Targ those cunning people at **Novagen** are working on **Mercenary II**. This will take your solider of fortune off the planet Targ and into the surrounding planetary system.

Novagen boss **Bruce Jordan** says that in this sequel you'll be able to visit two or three nearby planets — where who knows what will be waiting for you! In the meantime Novagen are publishing the **Targ Survival Kit** plus a novel called **Mercenary: Interlude on Targ**. If you can't wait then simply grab a copy of *C+VG* next issue when we'll be bringing you a games player's guide to life on Targ.



Here are a couple of movies to watch out for in '86. First up is **Explorers** a film directed by the **Gremlins** man, **Joe Dante**. It's a sort of **Goonies meets E.T.** and features a group of teenagers who build their own spaceship out of scrap in their backyard.

Explorers starts a cute alien called Wak — destined to become the real star of the show.

Another one to watch out for is a German production called **Enemy Mine**. This is directed by Wolfgang Petersen, who also brought you **Neverending Story** — but don't hold that against him as **Enemy Mine** looks to be a much tougher proposition with some stunning sound effects. The film is set on a intersteller cruiser which travels from planet to planet carrying out mining operations — and gets tangled up with some aliens.

● CONTINUES ON PAGE 11 ▶


SHE'S COMING
TWISTER
System 3



BY TONY TAKOUSHI

"How many more joysticks must I break before I can rest Master?" I asked, my features contorted with the pain. "Just flive or more, Glasshopper" he said without emotion.

"But Master. Must I truly rip the sticks in half and chew the fire buttons?" I mumbled, spitting out a mixture of chewed red plastic and teeth.

"Yes. It is vlital trailing for you. Commruter games are damn clever. They never rive up — so neither must you!"

"Ahhhh-sooooo." I gurgled.

A few hours later, armed with this vital piece of information, I slipped in my false teeth and sat down to play the latest and greatest US Gold release, **Kung-Fu Master**.

Kung-Fu Master is the officially licensed and very tasty conversion of the hit arcade game of the same name. It's available now for the Commodore 64 and comes on cassette or disk at £9.95 and £14.95 respectively.

The game casts you as the Kung-Fu Master out to rescue your beloved from the clutches of the evil wizard. You have to travel through five floors of his danger ridden temple to reach her. Each floor is represented by a passage way. You can move freely left to right or vice-versa.

Along the way some real mean henchmen try to stop you reaching the stairway at the end of the passage which takes you to the next floor.

As a Kung-Fu Master you can defend yourself with deadly kicks or punches.

The range of moves is impressive. You can kick or punch high or low to the left or right. You can also leap straight up or sideways while delivering a kick. You can toggle between kicks and punches by pressing the space bar. Sounds complicated but in fact this control system works very well.

The player can start the game on any of the five levels and in either one or two player mode.

The play screen shows two gauges, one for your strength, one for your opponent's. The more hits you take the more strength you lose and you'll lose one of your three lives if the guage hits zero.

There is also a time/bonus counter so the quicker you clear a floor the higher your end of wave bonus.

There are three main types of henchmen. Tall purple-clad coolies who are punch fodder — they present no real problem. A short green-man, like the Green Yamo from **Bruce Lee**, who is a real pain. And a dart-throwing Chinaman who looks like Des O'Connor gone wrong.

Timing is all important. It takes a little while to get the true feel of the game but when you have, boy-oh-boy are you HOOKED.

You can put together some beautiful, speedy combinations as you are attacked from both left and right and high and low on the upper floors.

Coupled with this action is a catchy, rhythmic, backing tune that only stops to create a lovely thwacking sound when you hit your opponents.

The ability to choose which of the five floors you wish to play is very nice for those special practice sessions.

Yes there are only five levels, but **Kung-Fu Master** is no pushover. The levels are hard and VERY skillful.

Too much is made of a game having dozens of screens to work through these days. Five action packed, skilful screens are truly worth more than most others offering ten times that — Glasshopper!

Once you've grasped the basic timing of the game those dreaded guardians at the end of each floor will pose the next problem.

They do their darndest to stop you reaching the stairs and the next level behind them.

Each guardian has a special attacking quality. On the first floor he wields Chucks and batters you senseless if you stand too far away from him. To beat him, stay close to his body and hit him with punches.



The guardian on level two is mean. He throws a scythe-like boomerang at you which must be dodged as you deliver a barrage of body blows to drain his energy.

Level three has a huge guardian — twice your size. I leave this gem for you to crack.

Four and five just get worse, but in the nicest, challenging possible way!

The higher levels also feature falling vases, energy sapping butterflies, fire-breathing dragons, exploding balls (mind the debris), little glow-worms (well, that's what I call them!) and head-butting little green men (honest!).

In themselves they present a small challenge but the mix of attack from both sides and at different heights really makes for a truly awesome battle.

Kung-Fu Master will be available from February 3rd.

But bear this in mind. If you are thinking of buying this game then remember it is very, very, very hard to put the joystick down . . . unless you've just had to eat it, of course!

☐ Cast your mind back to September and the Personal Computer World show and you'll recall that **Eugene Evans**, the original computer whizz-kid, was jealously guarding an Atari ST running one of the first bits of games software for this mega-machine. He wasn't giving anything away about the game, called **Brataccus** from his new company called Psygnosis — something about computer magazines being nasty to him in the past. Still, now the game is completed and **C+VG** managed to get a peek at it.

Brataccus is probably the first bit of home grown games software — sorry, "interactive video" — for the ST. It's also available for the Apple Mac and Commodore's Amiga. Software for machines a cut above your normal home micro. But with the ST's price dropping who knows . . .

Meanwhile, back at the game. The instruction manual begins with an odd bit of pretentiousness in the shape of a quote from John Ruskin which reads: "All works of taste must bear a price in proportion to the skill, tastes, time, expense and risk attending their invention and manufacture. These things called dear are, when justly estimated, the cheapest. All this just to rub the fact in that the people behind **Brataccus** think it's the bee's knees.

☐ Just a quick glimpse of **Martech's** C64 version of **Zoids** in preparation for our review next issue. This version of the game featuring your favourite mechanoid robots has been considerably enhanced — and, dare we say it, looks and plays better than the Spectrum original. Watch out for our Player's Guide next ish.





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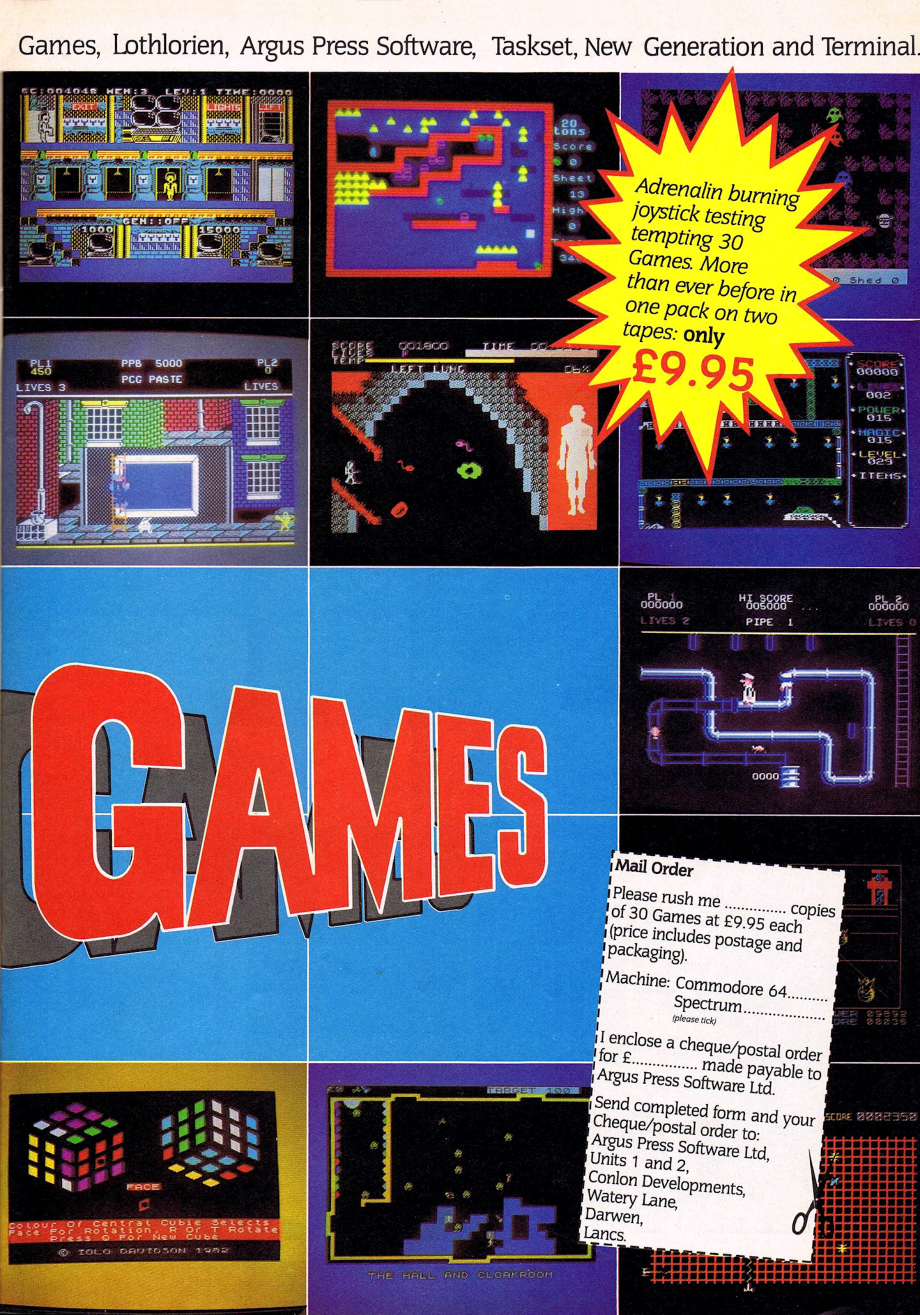
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EXPLODING IN

Top Secret...Top Secret... C+VG presents an exclusive glimpse of some new games from Elite, the people who brought you Commando and Frank Bruno's Boxing.

The games include the arcade favourites Bombjack and Ghost 'n' Gobblins. And there's also that cartoon smash Scooby Doo.

So read on for the latest information on games from and for the Elite.

Following the success of *Commando*, the number one game at Christmas, Elite is poised to shoot up the software charts this spring with new conversions of arcade hits, *Bomb Jack* and *Ghost'n'Goblins*.

And despite what you've read in other magazines, Elite still plans to release its computer cartoon adventure, **Scooby Doo in the Castle Mystery** for the 48K Spectrum.

Hitting the shops first will be *Bomb Jack* for the Commodore 64, Spectrum and Amstrad. *Bomb Jack* has been around in the arcades for approaching two years and it's surprising nobody has snapped up the rights from Tehkan before now.

The game is simplicity itself. But at the same time it's extremely addictive and challenging — as the game's long life in the arcades proves.

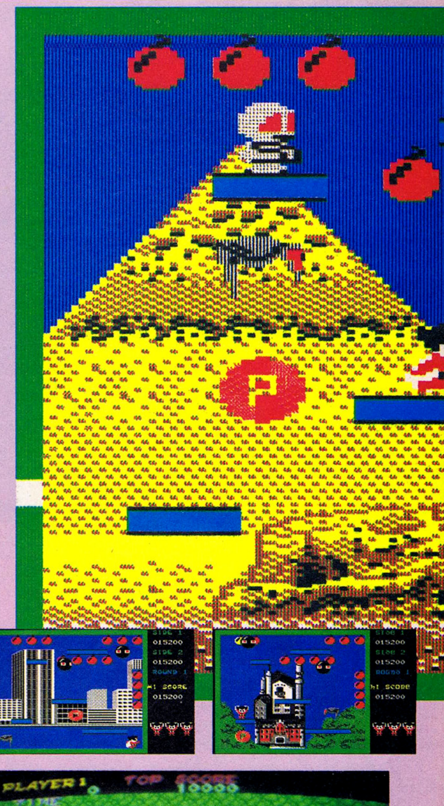
The idea is for Jack, a jolly masked and caped character, to leap around the screen collecting bombs, avoiding enemies and piling up the points.

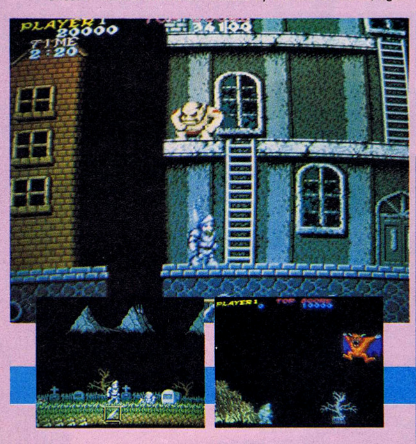
Jack can collect the bombs in any order, but if he follows the correct sequence — indicated by flashing bombs — extra points can be obtained. And if you can get the power ball — the ball with a P on it — you can defeat all your enemies.
the Greek-looking temple, castle and a cityscape.
original. There are four screens, the settings being the pyramids, the Greek-looking temple, castle and cityscape.

The screen shots shown here are from the Commodore 64 version and are almost complete. The main differences from the finished version is that the moving sprites — except Jack — will be slightly smaller.

Once the four screens have been completed, the sequence is repeated but with increased difficulty.

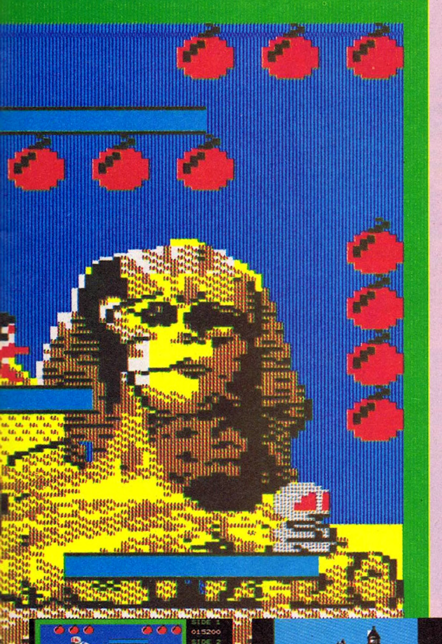
Ghost'n' Goblins should be released by the end of March, again

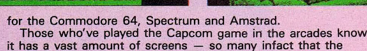






TO ACTION





for the Commodore 64, Spectrum and Amstrad.

Those who've played the Capcom game in the arcades know it has a vast amount of screens — so many infact that the makers say very few people have completed the game.

Elite's version will take a selection of the best screens from the game, which is packed with the walking dead graveyards and many other nasties.

The game starts at the edge of a graveyard where a princess — tending the wounds of a knight — is abducted by a messanger of Hades. The knight, dressed only in his undies, sets off to rescue the princess.

But to rescue her the knight must pass through six gates guarded by Satan's generals to reach Hell itself. Demons attack the knight as he progresses.

As the knight sets out on his mission he almost immediately stumbles on a suit of armour. Then it's into the graveyard where the undead rise from the ground and close in our valiant hero.





The knight has five kinds of weapons to destroy the attackers.

But let these gruesome creatures touch you and you are once again unclothed. If touched again you turn into a skeleton and collapse into a pile of old bones.

Scooby Doo in the Castle of Mystery will be released in April, says Elite boss Steve Wilcox, but it will be different from the version which has been heavily advertised.

Elite's programmers found that having created the very impressive cartoon graphics, there was not enough memory left in the 48K Spectrum to make the game playable.

But, says Steve, the idea of a Scooby game is too good to drop completely and work has had to start all over again.

Right, here's your chance to get in on the explosive action of Elite's **Bomb Jack** with this exclusive offer in Computer+Video Games.

In the shops **Bomb Jack** will cost you £7.95 on the Spectrum, £8.95 on the Amstrad and £9.95 on the Commodore 64.

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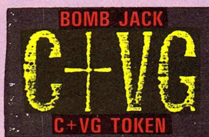
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KEY

Graphically great or do the graphics grate — these marks put you in the picture and let you know if all things are sprite and beautiful.

SOUND

Is the sound loud and proud and crystal clear? Or does the noise from your micro sound as though you've got your head stuck in a bucket of mud?

VALUE

Is the game really worth an arm or a leg to buy. Should you beg, borrow — but never steal — to get the cash to buy this game and be the envy of all your friends? Or should you wait until the game turns up in the bargain basement — after just one week on sale.

PLAYABILITY

Will you have to be dragged screaming from the joystick after 24 hours of continuous play — and still be anxious for more. Or will you give up after a few minutes?

C+VG HIT

Don't miss this if you've any sense. This is C+VG's way of telling you this game is the BUSINESS.

GAME OF THE MONTH

The Computer + Video Games accolade of Game of the Month is the highest honour our team of reviewers can bestow on a game.

It goes to the game — be it for the Spectrum, Commodore 64, Amstrad, BBC, Atari or any other make of computer — which we honestly believe to be the best game we have seen during the month.

The key points we look for are all the normal ones included in this Key plus originality. Technical excellence also counts for a great deal and, as we all know, programmes are getting more and more from their machines as each month passes.

But, above all, the absolutely vital ingredient is FUN. If it's not fun, we don't want to know.

MOVIE

- **Machines:** Spectrum/Amstrad
- **Supplier:** Ocean
- **Price:** £7.95 (Spectrum) £8.95 (Amstrad)

The neon light outside the IDEAS CORP security HQ flickered fitfully as I sat gazing out of the window and the rainswept street. The private eye business had been slow since I'd solved the case of the Maltese Porcupine.

I noticed a shadow in the street below. Suddenly it threw something up at the window — my window! The glass shattered and an object crashed down on my desk.

Brushing the shattered glass aside I picked out a cassette — a computer cassette. It showed no anti-social tendencies. Like going BOOM! when I touched it. So I pulled my trusty Spectrum from my shoulder holster and loaded up the tape.

That's when my world changed. After the pretty ordinary loading screen disappeared I found myself in the real life world of a 50s private eye!

My job is to locate a gangster HQ and discover a tape. Simple. But once you get inside the maze-like collection of rooms and streets you'll find a whole bunch of hit men waiting to rub you out.

Like any really good gangster "movie" there's a couple of good looking broads involved. Two identical twin sisters to be exact. Not quite identical — one is a goodie, the other is downright evil. The good sister will lead you to the tape. The evil sister will lead you into a trap!

C+VG GAME OF THE MONTH



You'll find useful items lying around as you explore — like a useful equaliser — gun to you — in the third room you come to.

You'll also come across bombs which you can throw around — and booby traps which could blow you up.

The whole game is icon-driven. Which means you have to use your joystick or keyboard to select which feature or action you want to access.

You can pick up or drop items, use the "speech-bubble" to communicate with other characters via the keyboard, throw things, pause or abort the game — and even decide to punch someone.

It's important to examine each room carefully. There might just be something useful hidden on that desk top or on the floor. Don't disregard anything.

Some of the baddies can be avoided by some careful footwork or with a well aimed punch. Only use your gun in moments of severe danger. You only get one life — so use it wisely.

The rooms are drawn in Ultimate style forced perspective 3D. Only one colour per room — but each room is packed with intricate details.

The vocabulary is a bit limited but sometimes you can have interesting conversations. Don't spend too much time chatting-up the girls!

Movie is a brilliant game. It has atmosphere with a capital 'A'. Catch it when it comes to a shop near you!

● Graphics	8
● Sound	8
● Value	10
● Playability	10

URIDIUM

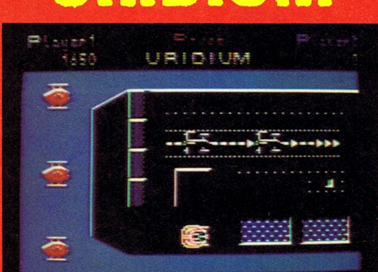
- **Machine:** CBM64
- **Supplier:** Hewson
- **Price:** £8.95 (tape) £12.95 (disc)

A game hasn't caused such a stir in the *C+VG* office since the arrival of *Exploding Fist!* Andrew Braybrook's *Uridium* is simply the best 64 game we've seen since *Fist*. It's good looking, sounds great and the action comes thick and fast.

You'll find more details about the game elsewhere in this issue — but if you're a 64 owner and you don't rush out and grab this game, there's no hope for you.

You won't drop your joystick for days after you've loaded *Uridium* into your 64.

● Graphics	10
● Sound	10
● Value	10
● Playability	10



● CONTINUES ON PAGE 20 ▶

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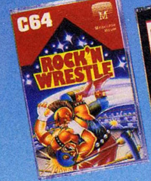
Game	Price	Tick
Commando	6.70	
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Zorro	7.50	
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SINCLAIR

Game	Price	Tick
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48K Spectrum

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Fairlight

BY BO JANGEBORG

(author of 'The Artist')

"Maybe *the* game of the year!"
Your Spectrum, November 1985

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Popular Computing Weekly, October 1985.

"... the best arcade adventure of the year."
Your Spectrum, November 1985



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WINTER GAMES v WINTER SPORTS

- **Machines:** Spectrum/C64
- **Supplier:** U.S. Gold
- **Price:** £7.95

- **Machines:** Spectrum/Amstrad
- **Supplier:** Electric Dreams
- **Price:** £8.95

Can *Winter Games* on the Spectrum be as good as the C64 version? And what's this — another contender in the computer Winter Olympics called Winter Sports? C+VG's reviewers waxed their skis, watched a couple of *Ski Sundays* on BBC2, and prepared to go on the piste for a battle royal between these two snowbound sports simulations!

First let's take a look at the events you get in both packages.

Winter Games gives you Figure Skating, Free Skating, Speed Skating, Hot Dog acrobatic stunt ski-ing, Ski-Jumping, Biathlon and Bobsled.

Winter Sports gives you three sorts of ski-ing, Slalom, Giant Slalom and Downhill, plus Ice Hockey, Speed Skating, Ski-Jumping, Bobsled and the Biathlon.

First we have to say that the figure and free skating events in *Winter Games* are pretty pathetic on the Spectrum version reviewed. The skating figure is simplistic and the backgrounds boring. The good news is that you don't have to bother with these two events unless you want to compete in everything for an overall score.

The quality of the games improve by leaps and bounds once you've got over the skating. The ski-jump, hot dog, biathlon, bobsled and speed skating events have similar graphics to the C64.

My favourite event is the Biathlon — a combination of cross country ski-ing and rifle-shooting. The idea is to complete a cross country course in the quickest time — at the same time hitting as many targets as possible along the way. The *Winter Games* version has a "pulse" feature which measures how tired your skier is getting.

You must wait until you pulse rate has dropped to around 80 before attempting to shoot at targets. Otherwise the cross hair sight goverened by your pulse rate will be jumping up and down across the target at an impossible speed! You can make sure your pulse isn't racing by ensuring your ski-ing action between rifle shooting sections is as smooth and controlled as possible.

Next best event is the Bobsled — extremely difficult to do right and featuring some excellent graphics. You see a plan view of the course with a marker showing your position on — or off — it.

Hot Dog ski-ing is, to say the least, different and challenging. Speed skating is a bit like those bike racing events in other sports simulations. You've got to get the rhythm right to be any good. Ski-jumping is fun too.

If the figure and free skating are a disappointment in *Winter Games* then the Ice Hockey feature in *Winter Sports* is equally unattractive. The teams are matchstick men and the game itself is too simplistic to be challenging. Much too easy to score goals against a computer opponent.

Up to four players can compete in *Winter Games*, two in *Winter Sports*. Both games give you high score tables, but only *Winter Games* has the useful practice mode for events.

So which package gets the gold? For our money the *Winter Games* conversion just has the edge on presentation and playability — despite the naff skating bits.

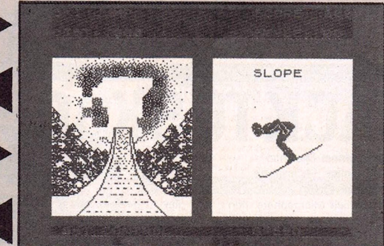
Winter Sports comes a close second, however, because it features straight ski-ing games.

How can you have winter sports without downhill ski-ing? Excuse me while I go back to waxing my skis...

	Games	Sports
● Graphics	9	7
● Sound	7	7
● Value	8	7
● Playability	8	7







RASPUTIN

- **Machine:** Spectrum
- **Supplier:** Firebird
- **Price:** £2.99

There's no disputin' that *Rasputin* is a good lookin' game. And at the price it's a real bargain. But when you play this Ultimate-clone you'll have to be pixel perfect when you're moving about, otherwise you'll end up going no where fast!

Meanwhile, back to the scenario. The spirit of evil old Rasputin, once main-man at the Russian Czar's winter palace, has risen from the multi-dimensional abyss and wants to bring chaos to the world.

Your job is to enter this multi-dimensional domain and find the Jewel of the Seven Planets. To reach the jewel you have to neutralise the eight spells that have been cast by Rasputin.

To do this you have to enter the courtyard of the darkside and enter the world of the Seven Planets. You are armed only with a sword and shield which have limited lives. Find the stones with the mark of Rasputin and step on them and you will absorb the power of the stone.

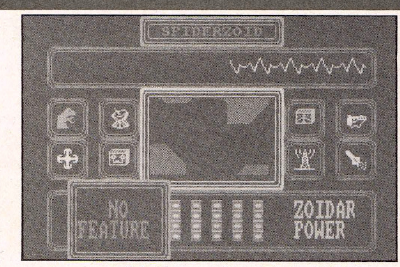
You begin on a 3D catwalk dotted with doorways protected by vicious guards. You can either sneak or fight your way through the doorways — where you'll find one of several amazing looking 3D "castles" inhabited by odd creatures.

Some of these screens are quite stunning in their complexity. You have to watch you don't fall from the catwalks or castles — you plummet downwards only to be rescued by a little fluffy cloud which carries you back to where you started from. But the more you fall the more life-force you lose.

Rasputin isn't an easy game to play. You'll need to spend some time on the game to get the most out of it. It's graphically excellent — but game control leaves something to be desired.

● Graphics	9
● Sound	7
● Value	10
● Playability	7

ZOIDS



- **Machine:** Spectrum
- **Supplier:** Martech
- **Price:** £7.95

The battle against the mighty Red Zoids begins with this, the best game from Martech so far.

It's another icon driven game — but don't be misled into thinking that your don't need all your arcade skills to beat the game. Fast reactions and quick thinking are essential if you are to succeed in your quest to rebuild the Blue Zoid's super weapon, Zoidzilla.

The basic idea of the game is to use your skills to locate the different parts of Zoidzilla, hidden under enemy City Domes, rebuild the mighty machine then seek out the Red Zoid's leader, Redhorn the Terrible, and destroy him.

Once you've loaded the game you'll see your Spiderzoid's control panel. You begin in a relatively simple Spiderzoid — but as you find bits of Zoidzilla your machine is upgraded and becomes more powerful.

The panel consists of various control icons plus a main view screen which shows various map views of your surroundings depending on which mode your Zoid is operating in. This main screen is your main link with the outside world. You do have a radio link with your home base which is activated by moving your flashing cursor to the appropriate icon.

Above the icons and main screen is an ECG waveform readout which represents your Zoidthought. As you are supposed to have merged minds with the Zoid this is pretty important.

The game uses a nice windowing technique to report any other messages relevant to the player. The same applies when you decide to launch an attack on a Blue Zoid building with your onboard missiles — or if the Reds are attacking you!

Each Red city has a power plant, a mine where more Zoids are manufactured and a radio beacon. All these must be knocked out and the city domes searched for bits of Zoidzilla and the all important Zoidar Power Pods. If you don't get hold of power then you won't last long. You'll also find these inside destroyed Slitherzoids.

It's a good idea to call down an attack from your base on the power plant to begin with. This means power will be diverted from the City Dome shields and you'll be able to attack them with your Zoid's missiles.

Don't bother to waste your missiles before the power station has been hit. It takes about 30 seconds for your base to send a message — in the meantime watch out for enemy attacks and keep moving.

Once you've destroyed a city dome scan the wreckage using your onboard scanner.

You must scan all debris — otherwise you could miss something improtant. Four of the cities don't have any bits of Zoidzilla — but they may have essential power supplies for your Zoid.

Zoids is one for those of you who like a game that lasts. This one will keep your interest for some time to come. If you're not into thinking games or want instant success steer clear — or try Martech's *Crazy Comets*!

- **Graphics** 8
- **Sound** 7
- **Value** 8
- **Playability** 8

BACK TO SKOOL

- **Machine:** Spectrum
- **Supplier:** Microsphere
- **Price:** £6.95

It seemed Microsphere didn't want us to review this game. Requests for a review copy fell on deaf ears. Still we went out and bought a copy to find out if Microsphere could follow their mini-hit of last year, *Skooldaze*.

At first glance *Back to Skool* looks very familiar.

But exploring further into the game you discover there's a bit more to *Back to Skool*. The scenario goes like this. You managed to steal your school report during the last days of term and spent the whole holiday forging teachers' signatures to make yourself look really smart, sweet and helpful. All you've got to do is get the report back to the Headmaster's safe without anyone finding out.

All the old teachers featured in *Skooldaze* are back, plus the bullies, swots and other pupils you came to love in the original game. You can change the names of all the characters if you wish, at the start of the game.

In *Back to Skool* you aren't limited to the interior of your school like the first game. You can actually get out into the playing fields or pay a visit to the nearby girls' school to let the odd mouse cause chaos. Mice and frogs play a big part in this sequel!

Like *Skooldaze* you must avoid getting too many lines — given by the teachers and the Head if you're found doing something you ought not to be. Get over 10,000 and you're expelled.

Also, like *Skooldaze*, the teachers speak to you in speech bubbles — when they give lines or ask questions.

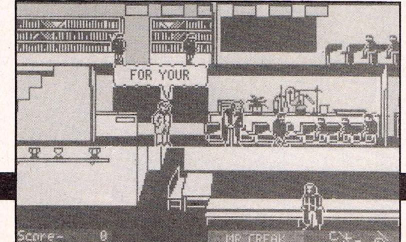
You can explore the three floors of both schools at will.

You are armed with a catapult — and can find other "weapons" by searching through desks in both establishments. Water pistols and stink bombs are useful.

The graphics are not bad and the animation of the characters is pretty good — although the game does tend to stop dead for a couple of seconds when instructions — which appear in the box at the bottom of the screen — appear.

There's more to *Back to Skool* than meets the eye. If you were a fan of *Skooldaze*, you'll enjoy this follow-up.

- **Graphics** 7
- **Sound** 6
- **Value** 9
- **Playability** 8



THE DEVIL'S CROWN

- **Machine:** Amstrad
- **Supplier:** Probe Software
- **Price:** £7.99 cassette/£13.99 disk

Avast there, me hearties. Dare you brave the mysterious depths to search for *The Devil's Crown?*

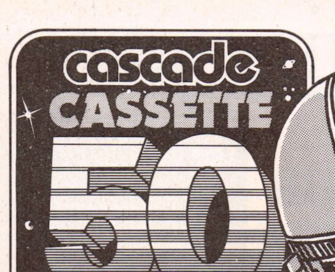
Legend tells of a sunken pirate ship containing this awesome treasure, guarded by pirate ghosts, killer fish and other nameless horrors.

Your watery quest is to find the crown and the seven jewels removed from it and hidden round the wreck.

Easy? Don't believe it. Around the wreck are various flashing objects. Each must be replaced with a solid equivalent. Then the flashing jewel is revealed — which also must be replaced by a solid jewel.

The graphics are clear, sharp and colourful. Not a gem of a game, but good fun for arcade adventure fans.

- **Graphics** 8
- **Sound** 6
- **Value** 7
- **Playability** 8



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4. Rush Hour Attack	16. Hangman	28. Nemesis	41. Day at the Races
5. Royal Rescue	17. Pontoon Bet	29. Space Ship	42. Lunar Landing
6. StarTrek	18. Fireman Rescue	30. Jet Flight	43. Space Mission
7. Whirly	19. 3DMaze	31. Dragons Maze	44. Rats
8. Attacker	20. Colony-9	32. Intruder	45. Motorway
9. Fighter Command	21. Backgammon	33. Inferno	46. Dungeon Adventure
10. Draughts	22. Solit	34. Ghosts	47. Space Pod Rescue
11. Evasive Action	23. Yamzee	35. Fantasy Land	48. High Rise
12. Noughts and Crosses	24. Three Cardbrag	36. Space Base	49. Craps
		37. Planets	50. Exchange

(Supplied on cassette, compatible with 664 and 6128 when used with cassette player and suitable leads.)

ZX 81

Even a small computer gets more from Cassette-50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING – a realtime flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade – all kinds of games on just one tape!

BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette-50 gives you full use of screen modes with high resolution colour graphics, user-defined graphics, excellent sound and music, joystick compatibility and many high-speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi-levels and superb graphics this game is totally addictive.

ATARI

Munch, Munch . . . it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette-50 is compatible with the 400/800 and 600XL/800XL series ATARI computers. Advanced features include high-resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.

SPECTRUM 16k/48k or +

'Incredibly frustrating!' – that's the verdict on Cassette-50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find – it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

1. Muncher	13. Microtrap	26. Laser	39. Nim
2. Ski Jump	14. Motorway	27. Alien	40. Voyager
3. Basketball	15. Labyrinth	28. Cargo	41. Sketch Pad
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5. Breakout	17. Race Track	30. The Skull	43. Fishing Mission
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7. Startrek	19. Tanks	32. Munch	45. Galaxy Defence
8. Martian Knockout	20. Solar Ship	33. Bowls	46. Cypher
9. Boggles	21. Ten Pins	34. Raiders	47. Jetmobile
10. Alien Attack	22. Cars	35. Field	48. Barrel Jump
11. Lunar Landing	23. Stomper	36. Draggold	49. Attacker
12. Maze Eater	24. Pinball	37. Space Search	50. Space Mission
	25. Cavern	38. Inferno	

COMMODORE 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette-50, featuring high resolution and user-defined graphics, sprites, sound and music

1. Maze Eater	13. Boggles	26. Overtake	38. Black Hole
2. Galactic Attack	14. Pontoon	27. Sitting Target	39. Dynamite
3. Space Mission	15. Ski Jump	28. Smash the Window	40. Do Your Sums
4. Lunar Landing	16. Hangman	29. Space Ship	41. Derby Dash
5. Plasma Bolt	17. Old Bones	30. Jet Flight	42. Space Search
6. Startrek	18. Thin Ice	31. Phaser	43. Universe
7. Radar Landing	19. Orbitter	32. Intruder	44. Rats
8. Attacker	20. Motorway	33. Inferno	45. Tanker
9. Galactic Dog Fight	21. Force Field	34. Ghosts	46. Parachute
10. Psion Attack	22. Nim	35. Submarines	47. Jet Mobile
11. Evasive Action	23. Tunnel Escape	36. Rocket Launch	48. High Rise
12. Noughts & Crosses	24. Barrel Jump	37. Planets	49. The Force
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DOCTOR WHO AND THE MINES OF TERROR

● **Machine:** BBC (version reviewed), Spectrum, Commodore, Amstrad
● **Supplier:** Micropower
● **Price:** £14.95 cassette: Rom Cassette £18.95

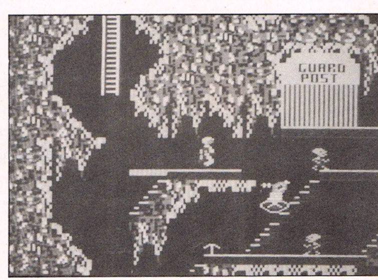
My, my! What a huge package! Looking rather like an exaggerated videocassette holder, this game demands attention! This is the follow-up to *Castle Quest*, and bears similarities, though the "MP4 Scrollerama" system has regressed to the standard of JCB (alias "Judder").

The ROM went in without too much bother, except having to bend all the legs inwards so they'd stay in the damned holes! And the program loaded beautifully with no trouble at all. A quite masterful title screen appeared and the BBC played the well-known theme tune.

This is another game with piles of instructions to wade through. Unfortunately, you won't get far unless you do just that. Skipping the German, French and Spanish, I eventually found out what was going on . . .

Cutting through the waffle, here is the mission, you have to go into the mines, stop the aliens mining something-or-another, disable the instrument-of-death-and-destruction, and whip the plans so the Master can't make another one.

K9 has now changed into a moggie. No ordinary moggie, though. This one turns into a pink bubble when it moves! Of course, this frightful creature plays an integral part in solving the game, so — as much as the idea appeals — you can't hurl him off a cliff. Indeed, the Doctor, under my inept control, fell over a good number of cliffs. Micropower describe the game as "Brain to brain combat". I feel "Brain to spikey rock impact" would be more apt . . .!



The scrolling is pretty abominable. It isn't flickery as such, but not a patch on *Castle Quest*. The graphics are colourful, and while you can see what everything is, 'okay" is the only adjective that really fits . . .

Fairly complicated instructions can be given to the Sphinx (cat), and as it is invisible to the nasties, it can be pretty handy.

In the game's favour, it is very big, and will take a long time to solve. It has been thoroughly planned and represents an impressive challenge.

Hindrance is provided (initially) by track-driven things which look vaguely like a cross between a dalek and a Panzer. Actually playing the game is pleasant enough. Timing jumps is frustration itself, but satisfying when achieved.

After a VERY short time I found myself not particularly caring what fate the Master had in mind for the universe. If you like games of this ilk, though, you will probably love it.

Doc Who fans will buy the game and may be disappointed. Of course, they could be extremely satisfied. Ask the dealer for a demo before you decide.

● **Graphics**	6
● **Sound**	6
● **Value**	4
● **Playability**	3

BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING

● **Machine:** Amstrad
● **Supplier:** Activision
● **Price:** £9.99

Boxing is a disgusting, degrading sport. It should be banned. Violence for sport and entertainment. How low can you get?

All very true. But boxing also happens to be extremely exciting. I love it. Even when Boomboom Bertie and Werewolf Brown had laid me flat on my back with a cruel series of uppercuts.

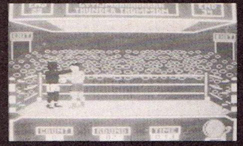
Barry McGuigan World Championship Boxing offers you the chance to take on 19 exotically named boxers including the mighty McGuigan.

Each fighter has an endurance level ranging from weak to mighty, also various stamina, strength and agility levels. There is also pre-fight training which allows you to build on the individual boxer's strengths to compensate for weaknesses.

The boxing action is seen from the side. The fighting and range of punches is much the same as other boxing games available and is quite satisfying.

For Amstrad owners wanting a boxing game, it's a straight choice between *Barry McGuigan* and *Frank Bruno's Boxing* from Elite. We think *Frank* just has the edge.

● **Graphics**	8
● **Sound**	7
● **Value**	7
● **Playability**	8



REPTON 2

● **Machine:** BBC
● **Supplier:** Superior Software
● **Price:** £9.95 (Cassette), £11.95 (Disc)

Not content with the success of the original *Repton*, Superior Software has come up with a sequel which fairly bursts from the screen in a riot of skill, colour and excitement.

In style it is very similar. The change only becoming apparent as you play.

You are stunned right from the start by the astonishing "voice" which talks to you as the game is loading — real sci-fi horror stuff! It's just about understandable if you don't look at the words as they are reproduced on the screen, and turns out to be not the bogeyman about to leap out at you from your computer, but a preview of a forthcoming speech package from Superior.

The sound continues to impress all the way through the game, with distinctly above-average, even tuneful, music. It's a fitting accompaniment to the quality of the game itself.

You are in a maze, hunting for diamonds as big as yourself. There are 1,634 of them, and you must get them all before you can complete the game. You also have to collect earth, 4,744 pieces of it, kill all 18 monsters lurking in the maze, use all the 64 transporters which whisk you off to different parts of the maze and collect 42 jigsaw puzzle pieces.

Apart from monsters, there are other hazards — falling meteors and boulders, spirits, and evil-looking skulls which kill at a touch. One of the many problems of *Repton* is that you can't kill monsters directly — you must arrange for boulders to fall on them, not an easy matter.

Great cunning and deviousness is required. The only way to get rid of the spirits is to trick them into cages, where they turn into diamonds.

Some diamonds are hidden in safes, and to open them you must find the combination key. Trickier still, you have to plan your route most carefully, ensuring that you don't get cut off by falling rocks, or block off a section containing a vital diamond, transporter, key or jigsaw piece.

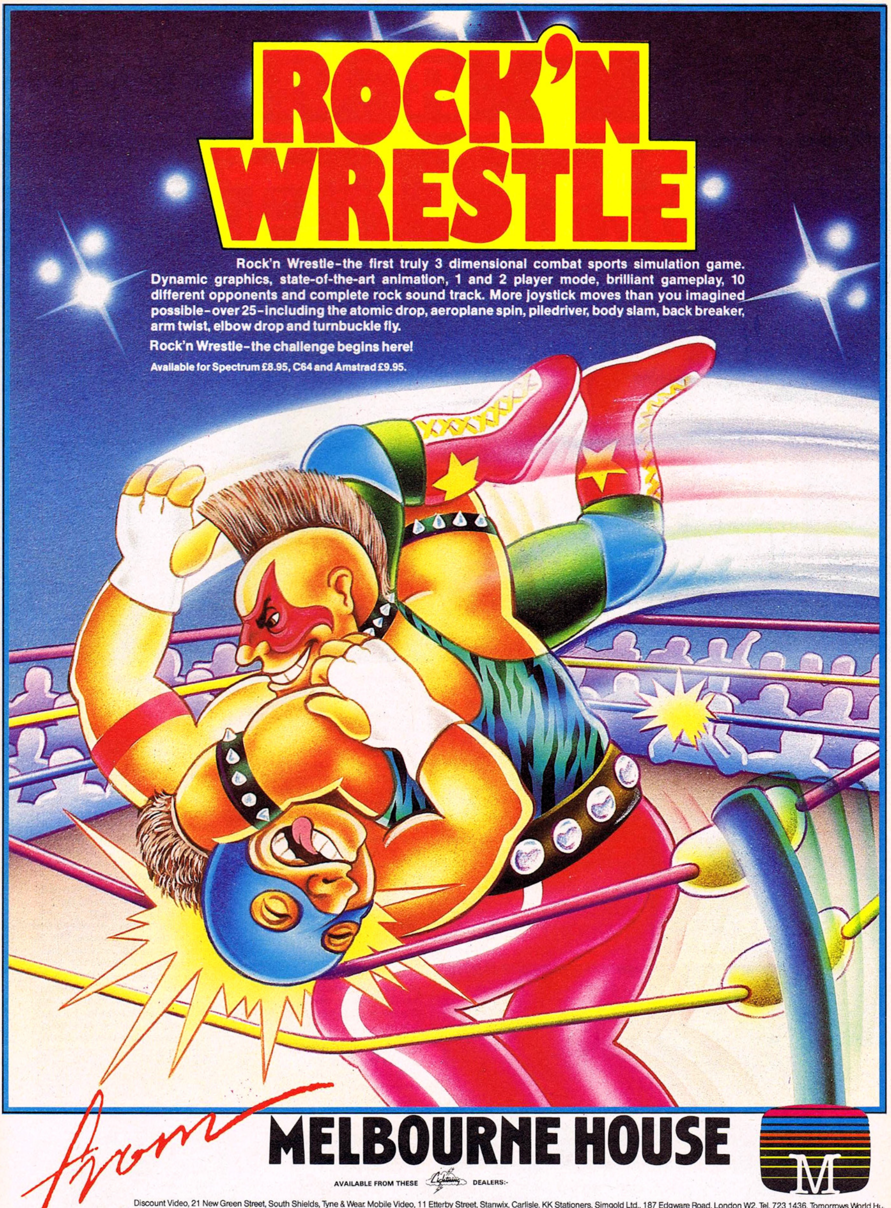
If you allow a boulder to seal off a passage containing so much as one diamond, you cannot complete the game.

The graphics are smooth and very colourful, and the game as a whole is demanding and absorbing.

● **Graphics**	9
● **Sound**	9
● **Value**	8
● **Playability**	10

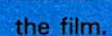
▶ CONTINUED FROM PAGE 22

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ROCK'N WRESTLE
Rock'n Wrestle–the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. More joystick moves than you imagined possible–over 25–including the atomic drop, aeroplane spin, piledriver, body slam, back breaker, arm twist, elbow drop and turnbuckle fly.
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- **Machine:** CBM64
- **Supplier:** Electric Dreams
- **Price:** £9.95

You've seen the film, read the book, got the stickers out of your favourite breakfast cereal — now play the game!

Martin Walker's computer translation of the blockbuster movie bravely attempts to capture the charm and spirit of the film.

All your favourite characters are their — Marty, Doc, Biff the bully, Lorraine and, of course, Marty's drippy Dad, George.

The object of the game follows the plot of the film — you, as Marty, must get your future mum, Lorraine, to fall in love with your future Dad, George — otherwise you won't even be a twinkle in anyone's eye. Then you must get Back to the Future and resume your everyday existence helped by the Doc's time-travelling DeLorean supercar.



To get George and Lorraine to fall in love you have to make use of several items which you'll find dotted about the various locations.

You can visit Doc's house, the school, coffee bar and the dance hall. Each location contains something useful. And each item or object has a specific effect on the rest of the characters in the game. You have to discover which does what, and to whom, in order to succeed.

The main screen is divided up into four main areas. There's the main playing screen which shows you the different locations — you begin on the mainstreet of Marty's hometown, Hill Valley. Other locations can be visited by walking up to the doors of the places you want to enter and pushing the joystick up.

On the right hand side of the screen you'll see Marty's family picture. This is your indicator of how well you're doing. Fail to get George and Lorraine together and parts of the picture disappear. Once it's disappeared completely the game is over — and Marty has NO future!

On the left hand side of the screen is a similar picture of Marty — a digitised still from the film. This behaves in a similar fashion to the family



- **Machine:** C64
- **Supplier:** CRL
- **Price:** £8.95

Let's hear it for the crew of the U.S.S. Omnibus! They boldly try to go where only real loonies have been before and often end up out to lunch.

Forget the disappointment of CRL's *Blade Runner* and run along to your local games store for a copy of *Space Doubt*. It's the most fun you'll have with your 64 short of trying to balance it on the end of your nose.

The idea of the game is basically this: You are in control of three astronauts inside the cargo ship Omnibus bound for the planet Niblondis with a hold full of grub for the starving inhabitants.

There you are having a nice, peaceful snooze inside your cryofreezer when suddenly the ships automatic systems thaw you out. An emergency! Bogloids are attacking the ship and threatening your food supplies.

The Bogloids have this unhappy habit of drilling through the hull and bursting into the ship in droves. As the ship has many rooms and corridors you don't really know where the Bogloids will appear. But you do know you've got to stop them reaching your cargo holds and the food.

Once you've been defrosted you must dash for a power-block. These are your only means of defence, and your only means of repairing the gaping holes in the ship. They can be quickly exhausted as you zap the Bogloids — and used up in one go if you use one to mend a hole.

Fortunately power block dispensers can be found dotted around the ship. It's a good idea to make a note where you find them because things start happening extremely quickly once the Bogloids break in. And they aren't vegetarians. They quite like the taste of humans wrapped in space suits — so don't let them get too close!

You see a sort of split screen view of two levels of the ship on each screen. You can move betwen levels by using the elevator beams which connect each floor at various points.

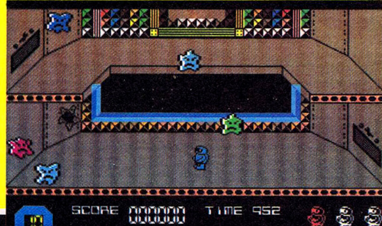
These can be reset to go up or down by simply moving your spaceman up to the control panel and pressing the fire button. It takes a bit of practice to jump out of the lifts at the right time. Careful timing is needed unless you want to stay zapping up and down in the beam for half an hour!

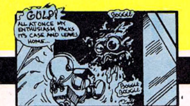
The graphics are excellent and have an original cartoony feel to them. The sound, provided by CRL's friendly Cyborganist, is fun — a mixture of Close Encounters and James Bond!!

There's no doubt that *Space Doubt* will be a big hit. If it isn't I'll eat my Bogloid — or should that be the other way around?

C+VG HIT!

Graphics	9
Sound	9
Value	9
Playability	10







snapshot.

Also at the bottom of the screen is a clock which tells you how long you've been playing. The quicker you complete the game the more skillful you are.

Just below the main screen as four "character icons". These relate to George, Lorraine the Doc and Biff.

Otherwise they flash white when they come into contact with Marty or each other. These help you keep track of who's doing what and where! Useful for telling when George and Lorraine are together.

Above the main play screen are the "object icons". These represent love poems, a space suit, a cup of coffee, a guitar and a skateboard.

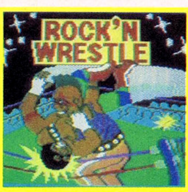
If you've seen the film you'll have a better idea of what effect these objects will have on the characters when you attempt to influence them.

BTF is a nicely presented and cleverly thought out game. But will it capture the imagination of games players currently caught up in all the action *Commando/Rambo* trend? That remains to be seen.

- **Graphics** 8
- **Sound** 9
- **Value** 7
- **Playability** 8

- **Machine:** CBM64
- **Supplier:** Melbourne House

Price: £9.95 (cass) £14.95 (disk)



The only thing missing from this excellent grunt and grapple simulation are the grannies who rush into the ring and bash their least favourite wrestler!

Rock n' Wrestle brought to you by the *Fist* people — captures all the atmosphere and fun of the wrestling ring.

Basically the idea of the game is quite simple. Play a friend or the computer and beat your opponent. Couldn't be easier, right? Wrong! The computer is a tough cookie — and until you learn the ropes you'll end up on the mat more often than not.

There is an amazing selection of 24 moves to cope with! You'll never learn all the moves right away — it'll take several games before you've really got total control over your wrestler. But it's FUN getting to know them all.

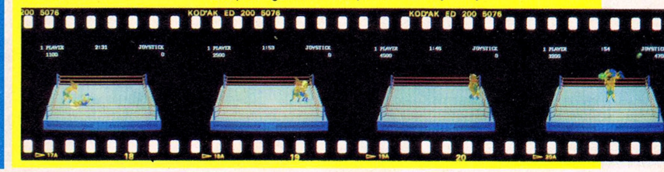
The wrestler graphics are BIG, very attractive and totally convincing. You really take on the character of your chosen wrestler when you play. Sound effects — all the grunts and groans — are terrific, too. But the game could've benefited from some crowd noises to add that extra bit of realism. Instead you get a tinkly little tune which chugs along in the background.

There are ten wrestlers to compete against — or if you're playing a friend, you can choose which of the wrestlers you want to become. Playing against the computer you HAVE to be Gorgeous Greg — something of a disadvantage we felt! And the other wrestlers look like refugees from that odd American group *The Village People* — there's a red indian, a leather man, a cowboy etc, etc...

Rock n' Wrestle is an exciting and original game. Not as instant as *Fist* — you'll need to be prepared to spend time learning a whole new way of using your joystick — but a game that will keep you in a headlock for months.

Wrestle a copy from your local software shop now — you won't regret it!

- **Graphics** 9
- **Sound** 8
- **Value** 9
- **Playability** 9



STRANGELOOP

- **Machine:** Amstrad
- **Supplier:** Virgin Games
- **Price:** £8.95

What's the best game around for the Amstrad? *Sorcery* that's what. Who created *Sorcery?* The multi-talented Gang of Five at Virgin. And now they proudly present the second best game for the Amstrad. The almost legendary *Strangeloop*. Already a classic on the Spectrum and 64, this game is destined for the same accolade on the Amstrad.

Great graphics, solid sounds and totally addictive game play. Here at *C+VG* we reckon that this is the best version of the game.

What's the idea? Well it's simple really. You have to regain control of a robot factory invaded by a strange alien force. This force is reprogramming all the robots to destroy Earth! You have to defy indestructible robots, brave the dangers of debris filled rooms, penetrate security systems and generally save the world.

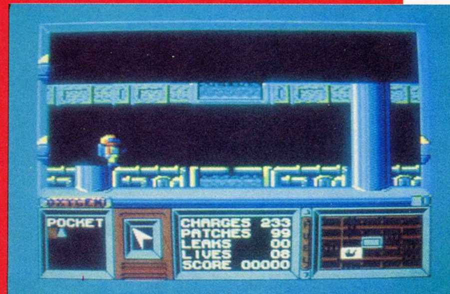
You are beamed into the factory with eight lives, a laser with a limited supply of charges and patches to mend holes in your spacesuit caused by the flying bits of metal you'll encounter in the rooms.

You'll find lots of useful items along the way which will help you in your quest — most useful is the jet cycle which enables you to fly and reach the places even a pint of lager couldn't. Your main aim is to reach the control room and stop the factory manufacturing any more nasty evil robots.

The screen shows you an overall view of your position. In the bottom right hand corner you see a map of the rooms closest to your current position, plus readouts on your laser charge status, number of patches left, plus objects you are carrying in your pockets. You find these objects along the way and some will be extremely useful.

Any punctures your suit receives will be automatically repaired as long as you are carrying a patch. You can carry a maximum of 99 but you'll find extra first aid boxes as you go.

You can use your laser to blast the deadly swarm — but don't go over the top. There's only a limited supply of extra charges inside the factory.



Make a map as you go if you can. This will help you get more out of the game.

If you got an Amstrad for Christmas then *Strangeloop* is the ideal game to rush out and buy with your Christmas cash. You won't want to play ANY other game for months!

- **Graphics** 9
- **Sound** 9
- **Value** 9
- **Playability** 9

● CONTINUES ON PAGE 29 ▶

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ARENA

- **Machine:** Spectrum
- **Supplier:** Lothlorien
- **Price:** £9.95

The year is 2027. The world has become a very different place. An annexed area of Sweden has been designated a battle area. And, as champion of England, you enter this arena to defend your country's honour.

You command you own tank plus five slaves, each with a limited amount of ammunition. Loss of the tank in this war game, spiced with arcade action, will prove disasterous.

A battle field map occupies, the main screen. The tanks are displayed as cursors which can be moved around. A radar icon flashes if the enemy is encountered.

If you're into shoot outs which need an extra bit of brain input, this could be the one for you.

- **Graphics** 7
- **Sound** 5
- **Value** 7
- **Playability** 8

BATTLE OF THE PLANETS

- **Machine:** Spectrum
- **Supplier:** Mikro-Gen
- **Price:** £9.95

Don't expect to see any of the G-Force stars of the TV cartoon series *Battle of the Planets* once you've loaded in Mikro-Gen's latest release. What you can expect is an addictive and action packed space shoot-'em-up in the *Elite* tradition.

The G-Force maybe conspicuous by their absence — but what you get are some really fast and smooth vector graphics, exciting action and a touch of strategy to spice things up.

Zoltar's space invasion fleets surround each planet and are beaming down landers which will eventually destroy the planets — unless you can get to them first.

You have to clear the skies around each planet of alien craft and then zap down to the planet's surface — via Star Wars style space stations — where you'll find the heavily armed lander-tanks waiting to do battle.

Destroy them. Rendezvous with repair and fuel craft on the surface and then it's back to space to find a stargate and a quick trip onto the next planet.

The G-Force ship is equipped with long range indicators which flash up icons on your view screen. These show alien craft, space stations and stargates. Learn which is which — quickly! — and you are half way to a big score.

The icons also show the position of these various objects — so you'll soon learn how to reach them. Your ship also has various equipment when you can check on by calling up status reports which appear in a window at the left hand side of the screen. On the right is a readout of your score — plus an indicator which tells you which key to press to call up the status reports.

Your ship is armed with a limited supply of neutron torpedoes and a laser. The laser can overheat if you use it too much and will cut out on you if you're not careful. Some of the enemy craft — in space and on the surface — can take varying amounts of punishment before they are destroyed. Some also can avoid your torpedoes. Replenish torpedoes at repair ships.

The graphics are the fastest and smoothest vector style yet to be seen on the Spectrum. No jerky movements as the alien craft or landers move across the screen.

One minor criticism. The explosions are a bit wimpish. The craft detonate into a bubble which makes a silly popping noise! Apart from that little gripe the game is pretty good.

Elite fans who want to give up trading for a while and have a decent zapping session should grab a copy of Battle of the Planets today!

Anyone who enjoys fast space shoot outs can't fail to like Mikro Gen's first venture into arcade action — a mixture of *Elite* and *3D Tank Battle*.

Take off after it.

- **Graphics** 9
- **Sound** 8
- **Value** 9
- **Playability** 9

N.O.M.A.D

- **Machines:** Spectrum/Amstrad
- **Supplier:** Ocean
- **Price:** £7.95 (Spectrum) £8.95 (Amstrad)

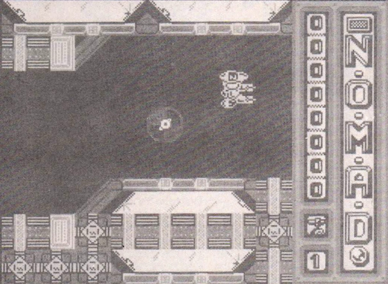
This release scraped out just before Christmas and after our deadlines — but hopefully it won't get swamped in the mass of pre and post Xmas games releases.

N.O.M.A.D is a strategic shoot-out that shouldn't be missed! The story — and what game would be the same without one — behind the mayhem goes like this.

TALOS, a man-made asteroid, spins through space on a deadly mission. Party of an intergalactic criminal network, headed by the evil Cyrus T. Gross, a predator of the Free World.

In a final attempt to destroy Gross, the rulers of the Free Worlds have called in the NEMESIS organisation — humanoid and robotic freebooters. They have assigned NOMAD 471 (Nemesis Organisation Mobile Attack Droid) to penetrate Gross' world which is protected by his army of Robothugs, and destroy his barbaric lifestyle for ever.

The player's role is to guide *N.O.M.A.D.* through the four sections of Capital City towards Gross's inner sanctum, and the final showdown. Battling against banks of magnetrons, missiles — which appear from hidden silos — and heat guns all the way!



N.O.M.A.D is a tough little chap and armed with a couple of tasty blasters. He moves through the corridors of the city knocking out the guns and avoiding evil Robothugs and other nasties.

You get a plan view of the area of the city you inhabit, which is more likely than not packed with guns or magnetic walls which slow down your metallic mate.

You'll come across various sneaky switches set in the corridor walls. *N.O.M.A.D.* can open and close these by running across them. Some maybe useful in opening gateways to other areas of the city. Others may not be so helpful!

N.O.M.A.D. suffers from inertia — which means you have to watch how you move. He won't stop instantly but carries on until he's worked off a bit of speed. It isn't a good idea to go charging into an unknown screen — so you'll have to learn how to control old *N.O.M.A.D.* to best advantage before really getting into the game.

Knock out all hazards as you go. It's worth going back to clear screens of guns and nasties because if you lose a life, you get transported back to the start point of the zone you've reached. The guns and other horrors don't reappear however, so you'll have a clear run back to the point where you were wiped out — with a better idea of what's waiting for you.

Wall mounted guns look deadly — by using *N.O.M.A.D.'s* eight point turning circle you can sneak up on them and blast them with a diagonal shot.

You get points for blasting things — which register on a neat "mileometer" score readout on the right hand side of the screen.

Graphics are attractive, the sound is good and game play totally addictive. Rush out and find *N.O.M.A.D.* — before it finds you!

C+VG HIT!

- **Graphics** 8
- **Sound** 7
- **Value** 8
- **Playability** 9

▶ CONTINUED FROM PAGE 27

● CONTINUES ON PAGE 30 ▶

MASTER OF MAGIC

● **Machine:** CBM64
● **Supplier:** Mastertronic
● **Price:** £2.95

If you're a 64 owner avidly awaiting the conversion of *Swords and Sorcery*, why not while away the time with the *Master of Magic?* This is the latest excellent release on Mastertronic's mid-price M.A.D. label.

Master of Magic takes you into a magical underground world where you battle strange creatures in a quest to find the lost amulet of immortality — and regain your own freedom!

This is a menu-driven, graphic interactive adventure in true *D&D* style.

The game screen is divided up into four main areas. Top left of the screen is a plan view of your immediate surroundings. You see the corridor or cavern that you currently inhabit plus any objects or monsters in the same area.

Selecting RUN allows you to move about the dungeon until you come across something you wish to examine or pick up or when something or someone attacks you. Then you zap back to the menu and pick the option you need to deal with the situation.

Options on the menu change as you move through the adventure.

When the game begins you are armed only with some spells. These only work if you have enough mind power to operate them.

Get a weapon as soon as you can by killing off an Orc or skeleton using magic. Then hang onto your magical powers — fight using weapons as much as possible.

Below the option screen is another full screen window which shows in detail objects you encounter during your quest. Like the monsters, staircases, objects etc. If you manage to kill a monster a very satisfying red DEAD stamp appears across the graphic!

Master of Magic might not appeal to adventure purists — but anyone who's dabbled in *D&D* will get hooked pretty quickly and arcade addicts will find there's enough instant action to keep them happy, too.

Master of Magic is quite simply tremendous value and extremely addictive. Once you've entered Thelric's realm you won't really want to escape.

● **Graphics** 7
● **Sound** 9
● **Value** 10
● **Playability** 9

HARVEY SMITH SHOWJUMPER

● **Machine:** CBM64
● **Supplier:** Software Projects
● **Price:** £7.95

With a flick of a riding crop, a quick dig of the spurs and a cry of Gee Up, Harvey Smith canters into the show ring, the latest in a seemingly never-ending list of "names" only too eager to endorse a computer game.

Nothing wrong with that, of course. It helps sell the game, or so the software house hopes. But one can't help thinking that the majority of these "names" have never been near a computer.

So let's forget about Harvey's "involvement" and look at Software Project's offering.

Showjumper offers a selection of 12 courses for you to tackle. Up to six riders may compete against each other over a selection of 12 courses. Joystick control enables you to make the horse walk, canter, gallop, jump and turn.

For anybody who is into showjumping, the game should prove very entertaining.

● **Graphics** 7
● **Sound** 6
● **Value** 8
● **Playability** 7

COSMIC WARTOAD

● **Machine:** Spectrum
● **Supplier:** Ocean
● **Price:** £7.95

It's not often that you get a game made exclusively for one computer these days — but Denton Designs and Ocean have come up with an exclusive for the Spectrum in *Cosmic War-toad*.

True to DD's style, the game is slickly presented with nice graphics and sound. Nice looking screens and good packaging complete the picture. But when it comes to game play. Well, it's basically a shoot-up with frills.

The usual elaborate Denton scenario comes with the game. And it goes like this. The Queen of the Cosmic Wartoads has been captured by the Rygellian Slime Beasts — deadliest enemy of her race — and transformed into a human female. Only the Slime Beasts know why.

She awaits her fate beneath a galactic guillotine in the Slime King's Lair. The player takes on the role of a heroic Cosmic Wartoad. You must battle across the Rygellian time-void, and dismantle the tortuous guillotine before it turns the Queen into prime cuts.

To complete the task you need to acquire a Cosmic Tool Kit. These eight items are scattered throughout the time vacuums of the Rygellian time void. They include incredibly useful items such as an Intergalactic Whisk, 3M Megawatt Light Bulbs, and a Death Ray Smutt Gun.

To travel, the player must pass through the time grid windows which contain various breeds of "nasties". Within these time grid windows Cosmic Willy — a tadpole! — comes to the player's aid. By acting as a cursor he enables the player to select which time node he wishes to occupy.

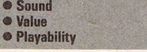
You start the game with a view of the "time-grid". You move the tadpole cursor to the zone you wish to visit and hit the fire button. Then you enter into a shoot-up with the alien creatures which inhabit that particular "node".

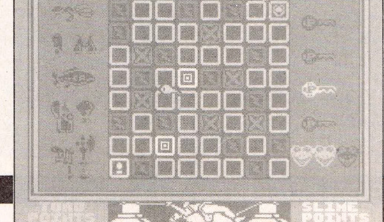
On each combat screen you get a "balance of power" readout which shows how you are doing in comparison to the enemy creatures. Let it creep too far in the enemy's favour and you'll lose a life.

Clear a screen and you open up more of the "time grid" — in similar fashion to *Starion*.

You can only move your Wartoad to directly adjacent "nodes" although there are eight linked nodes which allow you to beam around the time grid more easily once you have liberated them.

Ultimately — although the game is extremely well presented and documented — it gets repetitive and boring. Some nice ideas well executed — but let down because there's not much of a game in evidence.


● **Graphics** 9
● **Sound** 7
● **Value** 6
● **Playability** 5



▶ CONTINUED FROM PAGE 29


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THE SOFTWARE CHART



Hot off the presses is the latest *C+VG Gallup Software Top 30.* It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C+VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

● MARCH

TOP 30/ALL FORMATS

● THIS MONTH	● LAST MONTH	● GAME	● MACHINE	● MANUFACTURER	● WEEKS IN CHART
1	2	**Yie Ar Kung Fu**	SP, CO, AM, BB, MS, EL	Imagine	8
2	1	**Commando**	SP, CO	Elite	8
3	4	**Winter Games**	SP, CO, AM	Epyx/US Gold	11
4	3	**Rambo**	SP, CO	Ocean	8
5	6	**Formula One Simulator**	SP, CO, AM C1	Mastertronic	20
6	10	**BMX Racers**	SP, CO, C1	Mastertronic	22
7	5	**They Sold a Million**	SP, CP, AM	Hit Squad	10
8	9	**Computer Hits (10)**	SP, CO, AM, BB, EL	Beau Jolly	11
9	19	**Rockman**	SP, CO, C1	Mastertronic	7
10	11	**Action Biker**	SP, CO, C1, AT	Mastertronic	22
11	8	**Finders Keepers**	CO, AM, MS	Mastertronic	22
12	NE	**Bounder**	CO	Gremlin Graphics	1
13	21	**Tutti Frutti**	C1, AT	Mastertronic	4
14	12	**Spellbound**	SP, AM	Mastertronic	5
15	14	**Koronis Rift**	CO, AT	Activision	2
16	13	**Elite**	SP, CO, BB, EL	Acornsoft/Firebird	22
17	32	**Hypersports**	SP, CO, AM, BB, MS	Imagine	16
18	7	**Way of the Exploding Fist**	SP, CO, AM BB	Melbourne House	22
19	15	**Now Games 2**	SP, CO	Virgin	6
20	17	**Transformers**	SP, CO, AM	Ocean	6
21	18	**Big Mac**	CO, C1	Mastertronic	3
22	NE	**Kung Fu Kid**	C1	Gremlin Graphics	1
23	RE	**Caves of Doom**	SP, CO, AM	Mastertronic	6
24	22	**Saboteur**	SP	Durell	10
25	20	**Arcade Hall of Fame**	SP, CO	US Gold	9
26	RE	**Tomahawk**	SP, CO	Digital Integration	7
27	30	**Critical Mass**	SP, CO	Durell	4
28	37	**One Man and His Droid**	SP, CO, AM C1	Mastertronic	2
29	35	**Daley Thomson's Super Test**	SP, AM	Ocean	17
30	33	**Steve Davis Snooker**	SP, CO, AM, BB, C1, EL, QL	CDS	10

AMSTRAD/TOP 10

1	**Formula 1 Simulator**/Mastertronic
2	**They Sold a Million**/Hit Squad
3	**Finders Keepers** /Mastertronic
4	**Yie Ar Kung Fu**/Imagine
5	**Computer Hits (10)**/Beau Jolly
6	**Grand Prix 3D**/Software Inv.
7	**Soul of a Robot**/Mastertronic
8	**Caves of Doom**/Mastertronic
9	**Hypersports**/Imagine
10	**Tornado Low Level**/Vortex

SPECTRUM/TOP 10

1	**Winter Games**/Epyx/US Gold
2	**Commando**/Elite
3	**Rambo**/Ocean
4	**Yie Ar Kung Fu**/Imagine
5	**Spellbound**/Mastertronic
6	**Saboteur**/Durell
7	**Tomahawk**/Digital Int.
8	**D. Thompson's S.T.**/Ocean
9	**Elite**/Firebird
10	**Formula 1 Simulator**/Mastertronic

C64/TOP 10

1	**Bounder**/Gremlin Graphics
2	**Koronis Rift**/Activision
3	**Commando**/Elite
4	**Rambo**/Ocean
5	**Last V8**/Mastertronic
6	**Winter Games**/Epyx/US Gold
7	**Kik Start**/Mastertronic
8	**Action Biker**/Mastertronic
9	**Little Comp. People**/Activision
10	**Critical Mass**/Durell

C16/TOP 8

1	**Tutti Fruitti**/Mastertronic
2	**Big Mac**/Mastertronic
3	**BMX Racers**/Mastertronic
4	**Formula 1 Simulator**/Mastertronic
5	**Rockman**/Mastertronic
6	**Kung Fu Kid**/Gremlin Grap.
7	**Squirm**/Mastertronic
8	**Vegas Jackpot**/Mastertronic

BBC/TOP 8

1	**Yie Ar Kung Fu**/Imagine
2	**Way of the Exploding Fist**/MH
3	**Strike Force Harrier**/Mirrorsoft
4	**Repton 2**/Superior
5	**Nightshade**/Ultimate
6	**Gyroscope**/MH
7	**Dr Who & Mines of T.**/Micropower
8	**Citadel**/Superior

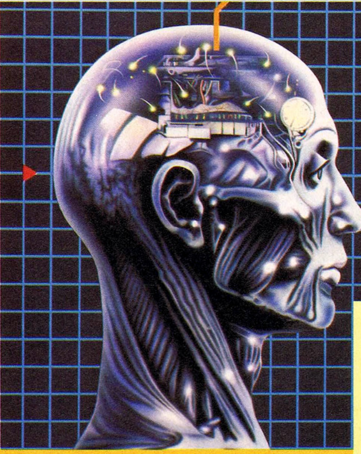
MACHINE KEY

SP = SPECTRUM	BB = BBC
CO = COMMODORE 64	AT = ATARI
AM = AMSTRAD	EL = ELECTRON
C1 = C16	ENT = ENTERPRISE

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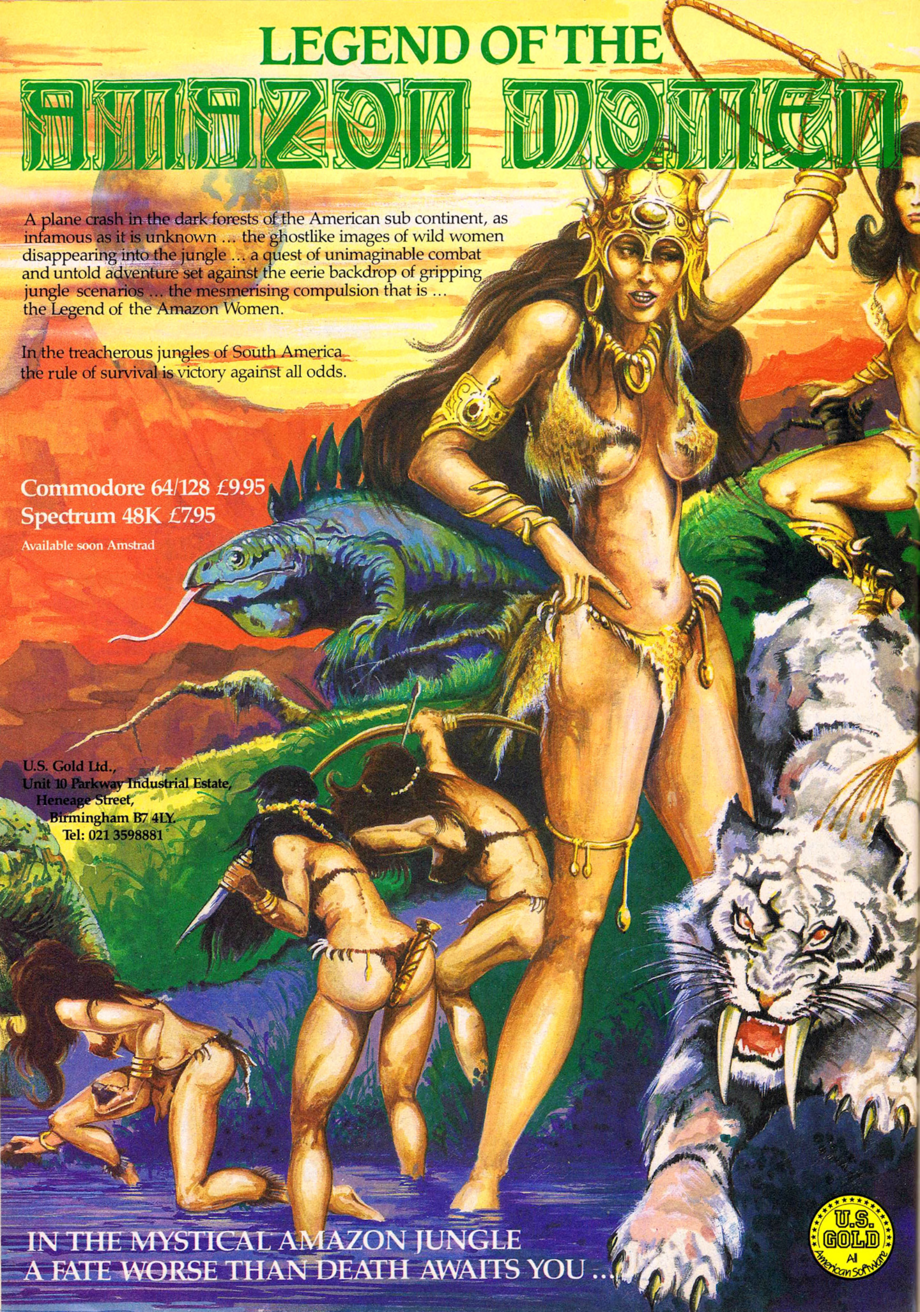


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I.D.E.A.S CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

BACK TO SKOOL

You boy! Sit up and pay attention. What's that magazine you're reading under the desk? *Computer + Video Games*, eh? Lucky for you, boy. If it had been any other than that highly esteemed journal, you'd have been in detention for a week.

What's that? It's got hints and tips on Back to Skool. Well don't keep them to yourself. Read them out to the whole class.

Safe: The key to the safe is round the neck of the girls' headmistress. She hates frogs. Put the frog in a cup in the girls' kitchen so you can knock it down on her head.

Remember the bike. Frogs are kept in the locked science lab storeroom. Combination letters are held by the masters. Get them drunk. Sherry is in the headmistress' cupboard which is only unlocked when she is sure all the boys are back in school. Fill water pistol by jumping up to bottle. Put sherry in school cup and use catapult to knock sherry onto masters.

Stink bombs: Head will open window if you drop one when he is near.

Caretaker: If you knock him out with a conker fired from catapult out of top window of school you can get by him.

Bike chained to conker tree: A four number combination has to be written on blackboard to release it. Each master knows one number. Soak them with water by knocking water-filled cups with catapult while they are under them.

Water pistol and stinkbombs: They are hidden in desks. Remember there are desks in the girls' school as well.

Water: makes flowers grow.

Mice: Catching them is fun. Letting them go in the girls' school is even funnier.

Lines: If you get lots of lines be extra nice to your girlfriend.

Study door: Only the head can open it — you'll have to jump up to reach the safe.

HACKER

Are you hooked on Hacker, the Activision game which gives you no instructions or help? Don't despair, Ideas Central is to the rescue with these hints and tips from David Keep, of Purley.

Pressing U at a city sends your robot to the surface. C summons a spay and D will return the robot to the tunnel — but only after the spay has offered his two items for sale.

If the country is in darkness, pressing I allows you to operate.

When in a city you can travel around to greet the spy by pressing the right key or turning the joystick to the right. If the spy walks past, turn a little to the left. Do not do this in Russia as the spy will then refuse to trade with you.

Don't panic if you lose your "blip" as you will still have several minutes on line.

Avoid all satellites as these will hamper your progress. But if you are caught these are the answers to the security questions. 1) Magma, Ltd. (Check you insert the correct spaces and punctuation.) 2) AXD-0310479. 3) Hydraulic. 4) Australia.

Australia also serves as the log on word. And, says David, he believes Australia, Texas is the log-on word for the Commodore 64 version and it stops the satellites.

The locations of the various items found in the game are as follows:

Money (already present); Chronograph (France); Emerald Scarab (Egypt); Statue of Tutankhamen (Egypt); Deeds (France); Stocks and Bonds (New York); Cultured Pearls (Hong Kong); 35mm camera (Hong Kong); Jade Carving (China); Beatles' Album (Great Britain).

David has also included the route he travelled and the items offered in various countries for information.

1) France — money. 2) Egypt — Chronometer. 3) Greece — Emerald Scarab. 4) Russia — Satue of Tutankhamen. 5) New York — Deeds. 6) Hong Kong — Stocks and Bonds. 7) China — Cultured Pearls. 8) Brazil — 35mm Camera. 9) Great Britain — Jade Carving. 10) San Francisco — Beatles' Album.

MERCENARY

Simon Stokes, of Birmingham, has completed Mercenary, Novagen's excellent game.

When the game starts, he says, buy the Dominion Dart spaceship — or steal it if you can — and travel to location 09-06. Destroying any buildings on the way will incur the wrath of Palyar or the Mechanoid races.

When you reach that location use the elevator to go down to lower levels where there are several types of doors.

Explore the rooms and collect any items — you can only carry one at a time. To find other rooms you may have to find other elevators on the planet. These are at 09-06, 09-05, 81-35, 11-13, 03-00 and

Continues on Page 36

03-15 (pass holders only).

By searching the city and beyond you will find other powerful vehicles, one of which allows you to fly to the Palyar Colony Craft orbiting at 65,000 feet. Objects found can be dropped in specific rooms in the craft to gain large amounts of credits — Mechanoid (interview room), Winchester (laboratory), armaments (armoury), catering supplies (kitchen), 12939 supply (conference room), medical supplies (infirmary), energy crystal (power room), gold (exchequer), large box (stores).

Simon also has some general hints. Save your position to tape or disk, he says, before making any drastic decision. Climb to a high altitude and look down on the city for a better idea of where you are going. Explore beyond the city.

CITADEL

The quest for the five crystals in Superior Software's Citadel on the BBC should be a little easier following this help from Steven Brown, of Ripley.

Crystal one: In the room above the Main Hall.

Crystal two: In the witch's house. To get it you must kill the witch. Collect green skull from top of West Tower. Get trampoline to bounce on top of witch's house. Go down chimney. Jump over cauldron and the skull with drop in. Now go to pink object and put it in cauldron. Do the same with grey object from pyramid and then the witch will die. You can then go to the hole to get the crystal.

Crystal three: This is down the well in the lab. First get ice crystal from the cellar. Go to East Tower where water is. This will have frozen and you can get key. Get into Well Wheel and throw the switch. Fetch cannonball from the mountains and gunpowder from the screen above the Arena. Go down the well to the second screen and go right. Walk into cannon and it will fire the ball through the wall. Go and get the crystal.

Crystal four: Find it in the central tower. First go to screen to the right of tower and throw switch. Go to top of East Tower and jump off left side and fall diagonally onto the Top of the Castle. Get killed by monk.

Again fall diagonally and you will land on the wall. Go to the left and throw the switch. Move to screen left of Central Tower, get in the lift and when it reaches the highest point jump to the right. You will land higher up the Central Tower. Go through door and take crystal.

Crystal five: Get the Egyptian Head from bottom of the well and take it to the Pyramid. To get into the Pyramid move up until you're level with top snake. Walk into Pyramid. Find route through the Pyramid to the entrance. Then go down and drop the head. This will stop the mummies chasing you.

Go back and get other head from above the Prison by using the trampoline. Put this head in the other mummy screen, two screens below the first one. Go to Temple. To get past Wolf Guardian get the chicken from the Freezer. Drop into the kitchen fire to cook until it's red. Take it across the Ocean to the Temple. The chicken will disappear. Keep moving right past the Star Point to the other side of the island to the screen where a multi-coloured ball stops you. Take the green statue back to the Pyramid and go to the bottom of the tomb. Stand on the middle of the tomb and the last crystal will appear.

Rob Millar from Nth Yorkshire has sent in a few hints and tips for the game is to collect all the objects in the maze. Two things will hamper your progress — the force field and fuel, although there are a number of fuel cans scattered around.

In the maze you will find some silicon chips which, when taken back to the central processor, will disable the force field. The number of force fields goes from 0 — 31 and are numerically placed in the top left hand corner of the maze. The chips are random.

There are also ten teleport chambers and ten keys. Each will take you from any chamber to a specific chamber. If a transport key is sued, always carry another, incase you are transported to an enclosed area.

The key to the maze goes like this —: Fuel=F; Object=O; Silicon Chip=18; Force Field=27; Refuel at Base Unit=X; Return to Base Unit=+; Teleport=t; Key=K. Each key has a certain name and these can be found by pressing F7 key. One other problem you may come across is the speed at which the fuel runs out, so, here is a quick Poke to be used only if you have a reset button.

HELP!

Who can help Richard Mills of Kent who bought *Monty on the Run* nearly two months ago and has been stuck in 'the sewers' for the last month?

Nick Rush has rushed (sorry about that, Nick, but Otiss couldn't resist the pun — Melissa) these latest hints over to the office for the Spectrum game *Gyroscope*.

The first two levels are fairly easy, but when you reach screen 1, level 3, things might start gettting a little difficult. You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after that, otherwise you will travel too fast down the slope and will skid across the glass and over the edge.

If you get this far on your first gyroscope, you can normally zoom straight onto the square. If not, wait for the second alien to go into the furthest right corner and then move quickly. You will now be on the fourth level. Not too many difficulties here. The first screen of level five is the same as the cover of the box. Travel slowly and think before you move!

ONE FOR THE TEXAS!!!

Yes Texas lovers, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on *Parsec*, sent in by Roger Marsden of Leicestershire.

After you have inserted the cartridge and got the title screen, press any key to begin play. At the bottom of the screen the 'Press fire to Begin' message comes up. Do not press! Instead, go to the top of the screen as far as possible by pressing the E key, then get your ship moving as slowly as possible backwards, let go of the S key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key after releasing the S key your ship should ignore the barrier and will keep on going.

When you release the E key, your ship will stop and, by quickly pressing S and/or D, you can put yourself in such a position that half your ship is on the left hand side and the fuel coming out the back is on the right. Press fire to begin. The advantages of doing this are apparent when you are on the asteroid belt or when fighting swoopers or LTFs, you can use the fuel coming out of the back as a marker to line up your shots.

When fighting the killer satellites keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you.

THREE WEEKS IN PARADISE

Has Mikrogen's Three Weeks in Paradise turned into Paradise Lost for you? Don't despair. Michael Stokes, of Wakefield, offers the following assistance.

Get the bill can from the screen with the frog and flip-flop from the trading post. Go to the olde geyser and jump at the vine on the right. Quickly run under the water. Go onto the sand and press Enter when next to the crab. You can now collect the crab's pincer. Take this to the right of the screen where Herbert is kept and press Enter. You can now get past the two lions.

Now get the two sticks the crocodile screen and take them to the red thing in the temple where all the swords are on the wall. Press enter and the fire will start. Get the bellows and press Enter. You can now get the hot ashes. Keep the bellows and go to the witch doctor. Press Enter and the storm cloud will produce lightning. Use the bellows to blow the cloud to the hut which will burn down allowing you to collect the seashell.

Take the shell to the well, go down and press Enter under the drop to fill it up. Move to the right and press Enter to climb back out of the well. Go to the place where Herbert is held and press Enter by the fire and you'll have Herbert.



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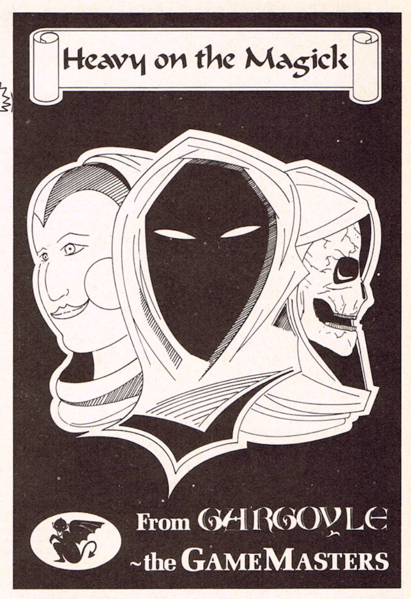
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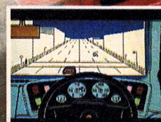
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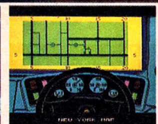
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HOW TO SURVIVE!

So you want to know about Uridium do you? In that case you couldn't have come to a better magazine. As you can see we've provided you with an exclusive player's guide to the game, created by our IDEAS CENTRAL experts, plus hints and tips from the programming genius himself, ANDREW BRAYBROOK. What more could you ask for?

A Manta fighter with armour like Big Red's and firepower which packs a punch like Jackson T. Kalliber, that's what!

The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around 16 planets in this galactic sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought is seeking out a different metal for its metal convertor.

It's your task to destroy the Dreadnoughts. First you must attack the defensive screen of enemy fighters, then neutralise the surface defences before you land on the Super-Dreadnought's master runway.

Once on board you must pull as many fuel rods as possible from the metal convertors before you take off for a final strafing run as the Dreadnought vapourises.

You are piloting a Manta class Space Fighter which is transported to each Dreadnought in turn. Your fighter reverses out of an interplanetary transporter and begins a low-level strafing run. You must avoid the meteor shields and communications aerials on the superstructure of the Dreadnought.

Fighter defences appear in waves. A bonus is awarded after landing if all ships in a wave are destroyed. You must attack surface features to score bonus points.

Beware of the homing mines which materialise over flashing generator ports — and hunt you down.

When the "Land Now" message appears at the top of the screen, move as soon as possible to the right hand end of the Dreadnought and fly flat over the end of the master runway from left to right.

You will automatically land and pass into the fuel rod

DREADNOUGHTS

1

2

3

4

• Steer clear of areas with shadows

chamber. Here you must select your bonus or "Quit" by pressing fire at the right moment. You must quit the chamber before the countdown at the top of the screen reaches zero.

On take off, reverse and straf any remaining surface targets as the Super-Dreadnought vapourises.

That about covers the basics of the game. But what you have to remember is that **Uridium** is fast. VERY fast. Don't go rushing into the attack. Take time to master the considerable speed and manoeuvrability of your Manta fighter — and to work out the layout of the Dreadnought decks.

Our flightpath maps will help you — but only on the first few of Dreadnoughts. And they don't take into account the antics of the deadly defence ships which come after you with varying degrees of nastiness.

The waves of defending ships are pre-set. So once you've watched them come at you once you'll get a good idea of their hostility and firepower factors. One crucial point to remember is to NEVER try and fight them from the front. O.K., the odd lucky shot will wipe out an advancing craft — but stealth is the watchword for a big score, so try and blast them from behind.

Perils exist if you choose this technique because you tend to get carried away by the chase and end up crashing into one of the many hazards on the Dreadnought.

In later stages of the game some types of defender ship will chase after YOU. These appear around about the third or fourth Dreadnought. Use the excellent acceleration of your Manta to get you out of trouble — remembering those hazards on deck!

Then there are the mines. These appear from the flashing generator ports. Listen out for a whooshing sound followed by a tell-tale bleeping. This informs you that a mine has been launched and is on your tail. If you are around a generator port when a mine appears try not to be on a diagonal line with it. Mines are deadly on diagonals! They only have a limited life span — so you can dodge them if you manoeuvre around slowly. Don't panic, you'll survive them.

Remember there can only be six moving objects on the screen at one time — so if there's a wave of five ships coming at you there won't be a mine coming to surprise you from behind.

The six objects rule will help you to beat the system. It also affects the firepower of the ships. Say if you've knocked out two out of five, there will be a greater chance of the remaining three ships shooting at you. So DON'T hang around in front of them.

Watch out for the LAND NOW! message which flashes at the top of the screen. Once that appears you can race for the end of the ship, land and get into the sub-game.

Like **Paradroid,** Andy wanted to put something in which gave the player a rest from all the frantic action. This sub-game is simpler than **Paradroid's** — but you'll need pretty quick reactions even so.

What you see is a "pyramid" of twin indicator lights which flash on and off with a bonus score or the word "quit". You have to press the fire button when the indicator with the bonus score inside is lit. This adds to your score. But you must hit a "quit" before the countdown running at the top of the screen reaches zero.

Timing is all important in this part of the game. You have to get into the rhythm of the lights. Try imagining that the light is moving from left to right across the screen and that there's a "false" indicator in the centre. Then you'll soon get into the groove.

Advanced players might like to hang around the Dreadnought's master runway for a while to boost their score. The Dreadnought defences throw more and

Continued on page 44



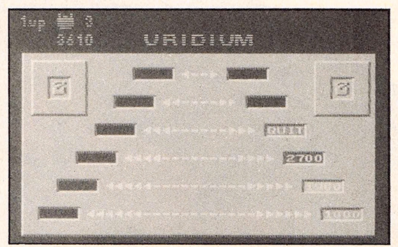
URIDIUM

more evil things at you the longer you stay airborne after the LAND NOW! message appears. This is a dangerous tactic — but worthwhile for extra points.

Once you've primed the destruct sequence it's back to the action. Your Manta blasts off the runway on automatic — but you must take control again to loop back over the Dreadnought as it dissolves into space, blasting anything you left behind on the first run.

Andy says there are ships and installations on later levels that you WON'T be able to get until you're on the way back.

Your Manta fighter is extremely manoeuvrable. It can perform neat 180 degree spins with ease. But you must remember to leave enough room behind your ship when you do a 180 flip — as the craft does move backwards a little. There are times when you'll need to get out of tight spots this way. Practice makes perfect!



You can also get your Manta flying on its side — but you must be flying fast enough. Too slow and your ship won't budge! You'll need to fly on your side to get between the odd hazard Andy has built into the Dreadnoughts. And remember the ship has built in intertia — so it won't stop dead or turn immediately.

● Uridium is available now for the C64 and costs £8.95 on tape and £12.95 on disk.

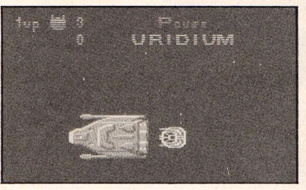
COMPETITION

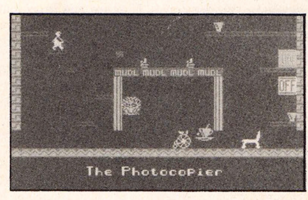
You've marvelled at the maps, gasped at the playing tips — now try to win the game. Or games to be exact. **Hewsons** will present a complete range of their Spectrum, Commodore and Amstrad software to the three winners of *C+VG's* great **Uridium** competition. And 25 runners-up will also get some fantastic **Hewson** software for their computer.

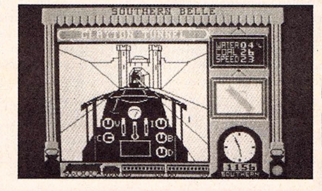
What do you have to do? Design a Super Dreadnought, that's what. Andy's game shows just the top bit of these mega-spaceships. But what does the rest of the ship look like? That's what we want you to tell us.

You can draw or paint the spaceship of your dreams — and, if you're a winner, see it printed in a future issue of *C+VG*. You can send us a blueprint of your Dreadnought, or an artist's impression of the battlecruiser that has sent shivers down the spines of a million alien space-warriors.

Once you've completed your Dreadnought send it to Computer and Video Games, Dreadnought Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember to attach the competition coupon securely to your entry. Closing date for the competition is March 16th.







THE PRIZES

The prizes have been divided up by machine. The Spectrum first prize winner will get the complete range of Hewson games for their machine. These are **Avalon, Dragontorc, Technician Ted, Southern Belle and Astro-Clone.** The C64 winner will get **Paradroid, Lunattack, Heathrow International, Gribbly's Day Out** and **Uridium.** The Amstrad winner will receive **Southern Belle, Dragontorc, Technician Ted, Heathrow International** and **Fantasia Diamond.** We'll throw in a Big Red t-shirt for each winner, too! The 25 runners-up will be able to choose between Spectrum **Astro-Clone,** C64 **Uridium** and Amstrad **Technician Ted** as prizes.

C + VG/HEWSON
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COMPETITION

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____

Age ______ Computer owned (tick box) Spectrum ☐ C64 ☐ Amstrad ☐

Please attach this coupon to your entry.

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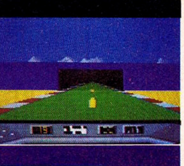
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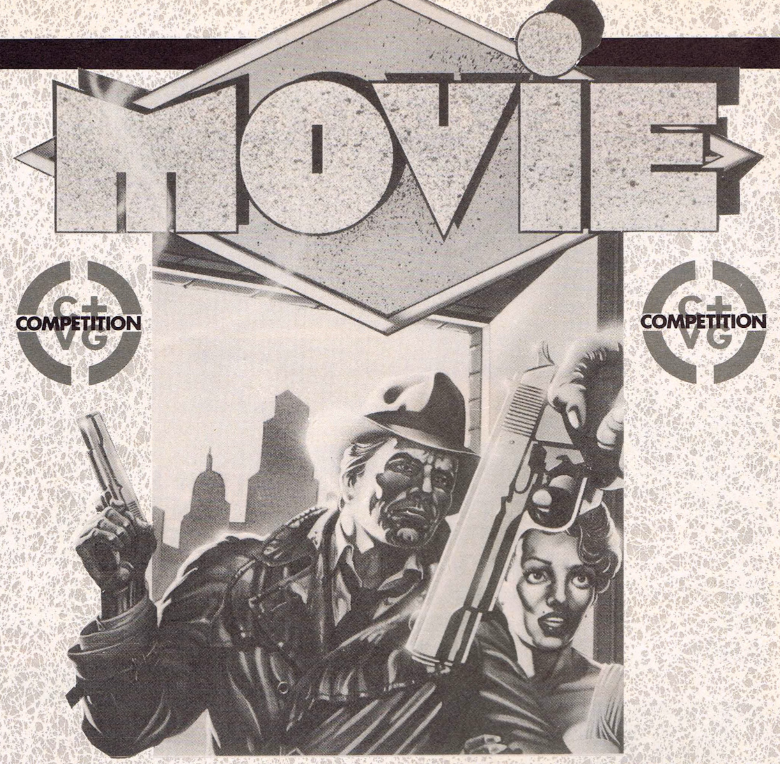
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COMPUTER ______

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Computer + Video Games in association with Imagine Software proudly presents a computer screen spectacular — MOVIE: The Competition.

THRILL to the drama of this detective movie game. GASP at the AMAZING prizes. Don't miss out on the chance of winning this ALL-ACTION game. WONDER at this EPIC production.

Scene One: The dingy basement hideout of the notorious C+VG gang. Two shabby figures, their faces illuminated by the unhealthy glow of a naked electric light bulb, whisper furtively with each other.

Lights. Camera. Action!

"Okay, Fingers, where's de loot!"

"What loot, boss?"

"The competition prize, you great idiot. The copies of Imagine's Movie game — 25 for the Spectrum and 25 for the Amstrad."

"Er, yer. Don't worry, boss, I got 'em stashed away safe and sound. When do we unload the gear?"

"That depends on the readers, Fingers. They've got to move real quick to get in on our great competition caper."

"What have they got to do, Boss?"

"Dat's easy, Fingers. All they've gotta do is answer our questions on famous detectives and detective movies. Read these questions out, Fingers."

"Okay, Boss, here goes.

"Question one: Who created the famous crime-busting duo of Sherlock Holmes and Doctor Watson?"

Answer: ____________________

"Question two: Harrison Ford played a futuristic detective in the film Bladerunner. What was the character's name?"

Answer: ____________________

"Question three: Which actor starred in these three films — Casablanca, The Maltese Falcon and The Big Sleep?"

Answer: ____________________

"Question four: Agatha Christie created two of the most famous detectives ever. Name them."

Answer: ____________________

"Weil done, Fingers. I didn't know you could read."

"I can't, Boss."

Send your entries, with the printed coupon, to Movie Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date is March 16th and the editor's decision is final.

C+VG/MOVIE Competition

Name____________________

Address____________________

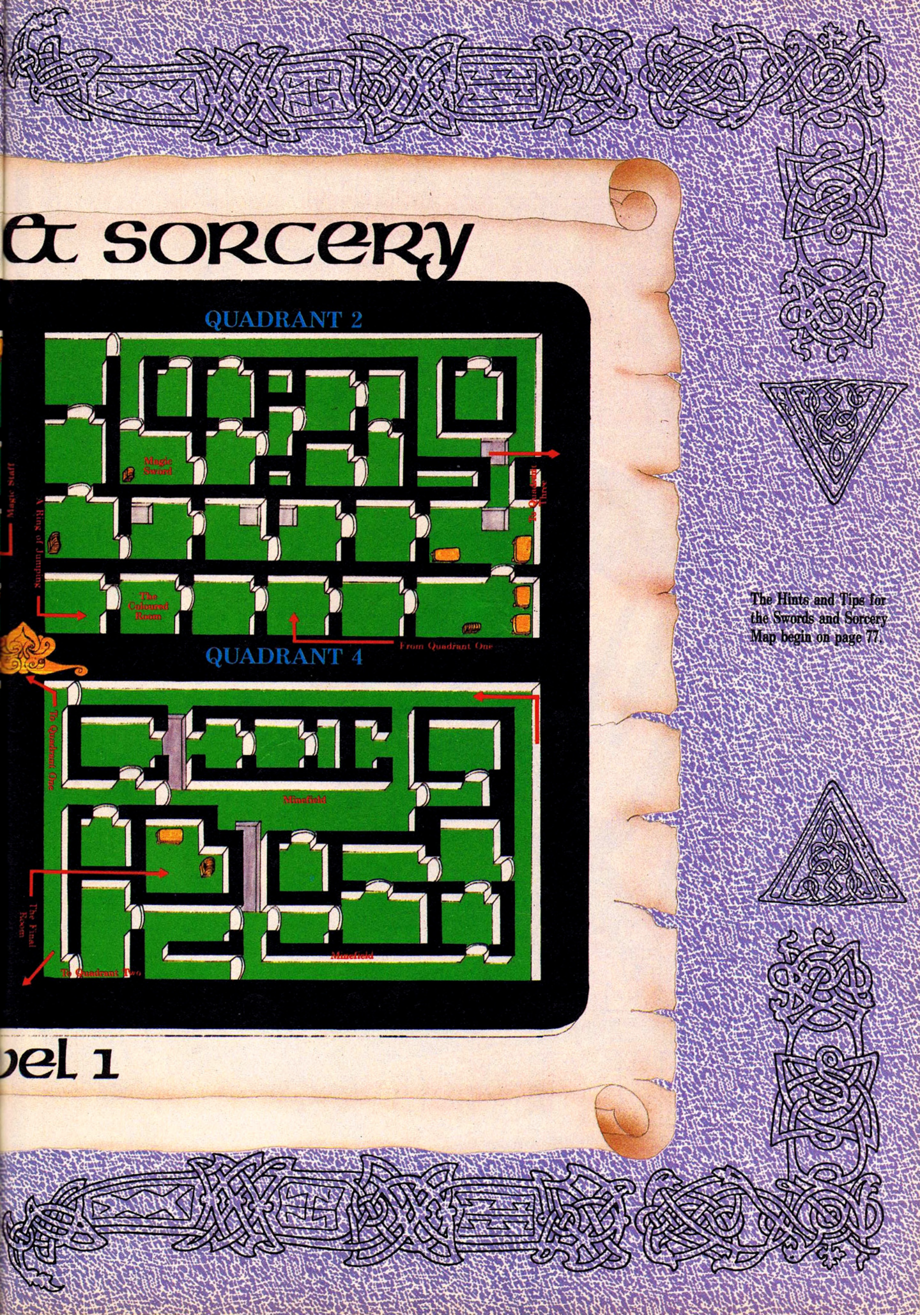
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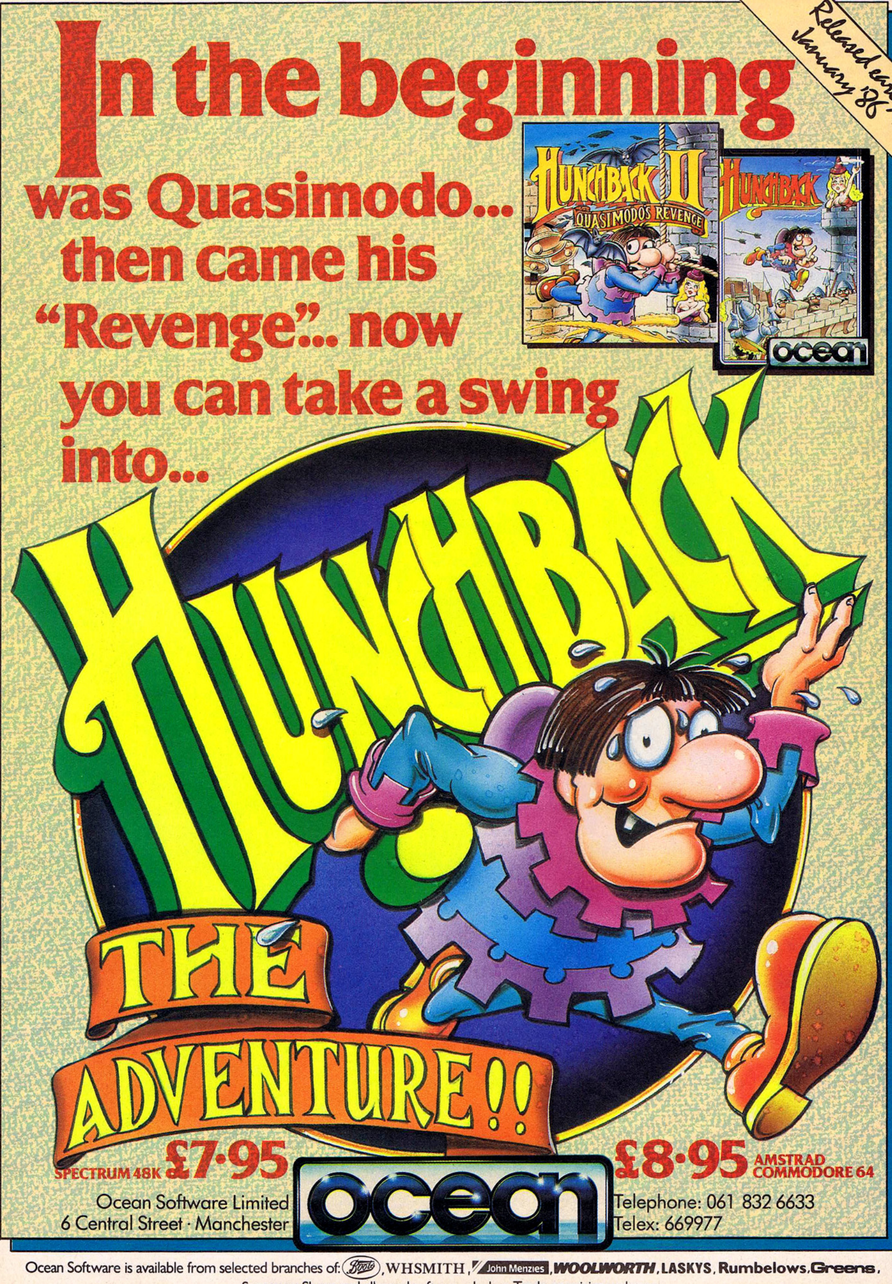
Please tick which computer you own.

☐ Spectrum ☐ Amstrad


C+VG MAP
SWORDS
QUADRANT 1
To Quadrant Two
The Old Time Music Hall
QUADRANT 3
Dining Room
Swords and Sorcery is the ultimate computer simulation of the classic Dungeons and Dragons role playing game. It was our Game of the Month in January and is bound to become one of the most popular games of all time. There are more S&S modules to come from the programmer MIKE SIMPSON but here we bring you a look at the map of the first level — plus hints and tips from the man who wrote the game. You demanded it — C+VG is proud to present it!



The Hints and Tips for the Swords and Sorcery Map begin on page 77.



Released early January '86
In the beginning was Quasimodo... then came his "Revenge".. now you can take a swing into...
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Spectrum Shops and all good software dealers. Trade enquiries welcome.

SWORD & SORCERY HINTS & TIPS

As with all role playing games, whilst there may be specific tasks to complete, the true aim of the player is to create a super character.

In level one of the game it is easier and quicker to practice magic and build up a high degree of skill, but this makes your character very vulnerable in close combat situations.

There has been a lot of disagreement over what type of character is best for *S+S*. It is generally agreed that it is easier to finish with a Magic User, harder with a fighter and harder still with an unarmed combat specialist. But this last style of character is the most powerful.

One of the most important things you must do in order to finish level one of *S+S* is to conserve your food supply. Buy as much food as possible in the beginning as the other useful items (e.g. armour/weapons) are relatively easy to find throughout the game, whilst food is scarce in quadrants two, three and four.

MOVING

- Keep your thievish skill high and you will detect pits. To do this, avoid smashing chests and try to pick the locks. Smashing them open will increase your strength however.
- Minefields. You can tell where they are because they go "BANG" when you stand on them. They will reduce your magic and strength statistics. You can't jump over minefields but can minimise the damage they cause by running through them.

- Menu Control. Always set up your actions before opening a door. If you want to start talking to monsters, select FRIENDLY GREETING and be ready on the select button (nine) as you walk through the doorway.

MAGIC

- The Magic Staff boosts your magical powers and gives you extra spells. It only works if your magic strength is greater than your fighting strength *and* you are holding the staff. Just handling it can be fatal if you are predominantly a fighting character. Using the Magic Staff will kill any monster in front of you but will permanently cripple you in terms of magic power. Subsequent USES will kill you — and worse!
- The Pendant of Protection. Wearing this will protect you from paralysis spells.
- The Magic Sword. Gives a general bonus in combat, but more especially allows you to kill the Magic User who is immune to normal weapons — eg. the monster in the Old Time Music Hall.
- The Ring of Jumping. This is essential to get through quadrant three. Two rings are even better than one. You have increased jumping skills whilst wearing the ring.

WHERE TO GO AND WHAT TO DO WHEN YOU GET THERE

1. There are four parts of the lost armour of Zob to be collected in level one. Sabatons (foot armour) and two Greaves (leg armour).
2. You need three keys to open the exit.
3. Take the cups to the Banquet Hall and get a magical reward.
4. Get the first part of Zob's armour from the Music Hall. But note that the monster is *very* difficult — immune to firebolts and weapons damage.
5. If you are carrying quest armour parts, the monsters are more hostile.
6. Get the monsters to hit you first in melee. Every time you start a battle your villainy status is increased. Every time a monster starts one it is decreased. Villainy adds to the monster's hostility. If you started the last melee, the monsters get angrier.
7. If you get into conversation, monsters become more courageous.
8. If you are blinded, their courage and hostility both increase sharply. Similarly, but less so, if you are paralysed.
9. If you are wounded, they become more courageous, but may be less hostile.
10. Try using the book in room eight.

MELEE

- If on hitting a monster "EFFECT RESISTED" appears, then it is immune to blows from the weapon you are using. Try something else.
- For every three monsters you kill, one point will be added to your fighting or magic skill level depending on which menu you used prior to the monster's death.
- If you want to improve your fighting skill, don't sit through MELEE. Reselect your attack occasionally.
- A few points of unarmed combat skill gets you the defence dodge.
- Some examples of attack v. defence results:

DODGE	–	stops LUNGE
SHIELD	–	sometimes stops HACK, LUNGE.
STAND	–	is not a good defence
ATTACK	–	does not stop an attack, but damage done to the defender is also taken by the attacker.
HACK	–	slays outright a RETREATING foe.
PUNCH	–	is good against most defences but does less damage until your unarmed combat skill is very good in which case the MAIM result will begin to appear.

Other attacks and defences it is possible to get are: bite, kick, thrust, parry, grapple, block.

The monsters choose their attack and defences well. Learn from them. You can change yours after they have chosen.

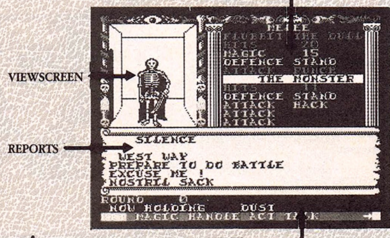
CONVERSATION

- Always greet a monster if you want to talk.
- Monsters which grunt can be bribed with food.
- Bribe a monster or COMMAND it to surrender before trying to get it to give information.
- Use the monsters' EVALUATE THIS response to help identify magical items.
- If you never BRIBE monsters, they will never have anything to give.
- To get a monster to surrender, you must cut down its courage. Threats and boasts are good for this. However, if you make it too angry it will attack, so it must be pacified from time to time.

START UP SEQUENCE

The effect of practicing with each of the masters is as follows:

YAMA: Gives you 99 lives. This is essential. Only the first day of practice does anything.
BOG: Improves your sword fighting skills.
SCRAG: Improves your spear fighting ability.
GROL: Improves your staff fighting abilities.
IVA VESTOV: Improves your strength, damage and carrying capacity.
VILLA: Improves your thievish skills; disarming, picking locks etc.
JACK: Improves your jumping ability.
GRIEVES: Decreases your initial villainy statistic. This improves monster reactions towards you. Only works once.
ISCATH: Improves your unarmed combat abilities.
VERNA: Adds one to your initial hit points.



C+VG SURVEY

Every month *Computer + Video Games* tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that big-headed to think everything is perfect.

That's why we're asking you to tell us what you think of *C+VG*. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to *Computer + Video Games*, 30-32 Farringdon Lane, London EC1R 3AU.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

So help us to help you by taking part in our survey.

REVIEWS

What do you think of the reviews?

Comment

NEWS/HOT GOSSIP

What do you think of the news and Hot Gossip?

Comment

BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO

Comment

DEAR BUGHUNTERS

Is the Dear Bughunters column and telephone service useful? YES/NO

Comment

IDEAS CENTRAL

Are the hints, tips and pokes useful? YES/NO

Comment

LISTINGS

Are the program listings interesting to you? YES/NO

Comment

ARCADE ACTION

Do you like Arcade Action? YES/NO

Should it be longer? YES/NO

Comment

ADVENTURE

What do you think of the Adventure pages?

Comment

TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO

Comment

MAILBAG/PEN PALS

Should more letters be printed? YES/NO

Are those that are printed interesting? YES/NO

Comment

HOT SHOTS/HALL OF FAME

Could these two features be improved YES/NO

Comment

FEATURES

C+VG publishes a variety of different features, letters from America, films, videos etc.

Do you enjoy these? YES/NO

Do they have a place in a computer magazine? YES/NO

What other sort of features would you like to read?

MAPS

Are these useful? YES/NO

Comment

GENERAL

Do you prefer the new look C+VG to the old one? YES/NO

Comment

Is there anything you would like to see in the magazine that isn't in now?

What other computer magazines do you read?

Besides computer games, what other hobbies or interest do you have?

Name Age

Address

C+VG SURVEY

C+VG SURVEY

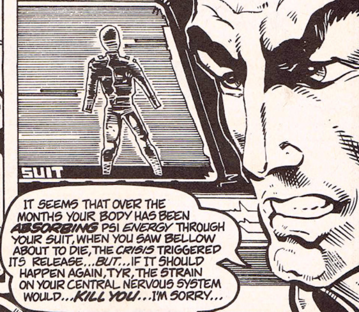
C+VG SURVEY

C+VG SURVEY









PSI WARRIOR IS FINISHED!

I MAY BE FINISHED, DOC... BUT THERE IS STILL A JOB TO BE DONE, AND WE'LL FIND THE PEOPLE TO DO IT, THE SPIRIT OF PSI WARRIOR WILL LIVE ON!

PTOOO!

THE END.

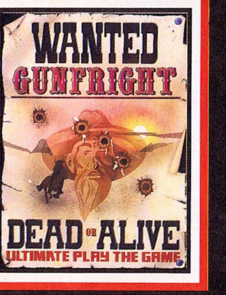






48K SINCLAIR SPECTRUM/AMSTRAD

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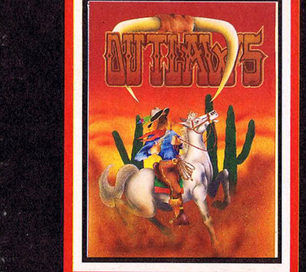


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AMSTRAD

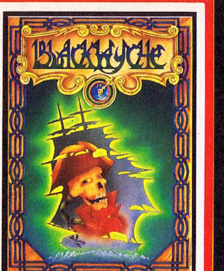


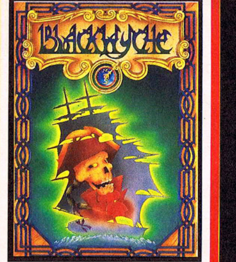
COMMODORE 64

COMMODORE 64



COMMODORE 64





COMMODORE 64

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Access

C+VG

ADVENTURE NEWS

DAN DARE

A few months ago I descended from the lofty heights of the Penthouse, to the arcade menagerie where the zap 'em games are tested, and everyone walks round with a twitch, and my eyes were caught by a front cover. Not an ordinary front cover, but an original drawing, much larger than the printed version that ends up in **C+VG.**

"Dan Dare!" I gasped, and suddenly memories of yesteryear came flooding back. "But why didn't Frank Hampson draw it?" I asked the Ed, instantly recognising that it was not the work of Dan's creator, the best comic strip artist of all time.

It was then that I learned of Frank's death last July. I was saddened, for when I was a kid, Frank Hampson was my hero.

I was never good at getting up in the morning, but Fridays were different. I couldn't wait for the paper boy to call. I'd race up the road before breakfast to get the latest issue of *Eagle,* to read the greatest adventure strip ever — *Dan Dare, Pilot of the Future.*

Father Christmas obviously has a long memory, for what should turn up in my stocking, but a quality paperback entitled **The Man Who Drew Tomorrow.** In it was the full story of Frank Hampson, and the work that went into Dan Dare, together with beautifully reproduced examples of artwork from the strip.

After reading it, I dug out all my old Dan Dare pages (1950 to 1955) and relived the story of the successes, problems, sickness, and turmoil of the team behind them, as described in the book.

The Man Who Drew Tomorrow tells the incredible story of how Frank got together a studio team of eight artists, who worked round the clock to beat the *Eagle* deadlines. Full scale models were built to ensure continuity and consistency in the drawings of buildings and weapons from whatever angle they were drawn, and the artists used to pose for photos, to check against the drawings for lighting effects and the realism of postures.

It is also the story of how, after happier days with Hulton Press, big business takeovers finally caused Dan's death at the hands of IPC. The copyright of Frank's own creation has for many years been held by IPC, who allowed others to profit from spin-offs.

Frank himself was only permitted to draw the likeness of Dan in portrait form.

And yet not only did Frank draw and devise the original storylines, he WAS Dan, just as his father was Sir Hubert Guest. They actually used to model for photographs so artists could get an authentic feel for their characters.

In the mid-seventies Frank Hampson was honoured with an Ally Sloper award as the creator of the best Adventure strip.

If you want to know what the best ever comic that carried it was like, and could have still been, then this book will transport you back to the fifties, when it all happened.

The Man Who Drew Tomorrow is by Alastair Crompton, and published by Who Dares Publishing, priced £9.95.

TIR NA NOG

In December, reader Dave Parkes wrote with a burning question about the origins of the game **Tir Na Nog.** Was it based on **Pooka's Bridge** by Gillian Fitzgerald, he asked? Eddie Ceoasdell of Tallaght, Co. Dublin, and Colm Buckley of Ballsbridge, Dublin, two of our many Irish readers, replied independently, revealing the likely links between the book and the game, and their story gives readers a brief insight into ancient Irish legend . . .

Tir Na Nog is not based on the works of Gillian Fitzgerald, but on ancient Irish legends. Properly written 'Tir na N'og' and pronounced 'Teer Nah Nogue', the words are actually Irish Gaelic for "The Land of the Young", an island to the west where people are said to be eternally young.

Cuchulainn ('hound of Cuchulainn' in Gaelic) was the mythical hero of the Leinster army, and was supposed to have lived around 100 BC. His exploits feature in the old myth "Tain Bo Cuailgne". The "Sidhe" (in Irish legends the "Daoine saoidh" from Deeny Shee) are the fairy population of the countryside.

So there's the answer.

INFOCOM GETS LITERATE

Two Stone Lions quietly stand guard over a massive edifice. A building possessing vast knowledge and the wisdom of ages. No, it's not some mysterious temple hidden in a foreboding jungle, but the impressive New York Public Library overlooking Fifth Avenue in Manhatten, *writes C+VG's Stateside spy Marshal M. Rosenthal.*

Walking inside, confronted by countless rooms brimming with ancient manuscripts and texts of forgotten lore; a growing sense of awe is born, awe for the printed word. What better place for Infocom to introduce its newest, most literate adventure?

Amidst quiet walls of dark wood, *A Mind Forever Voyaging* is ushered in. *MFV* is the first in the new Interactive Plus series from Infocom, featuring an expanded 1700 word parser (indicating its understanding of words and sentences). A price is exacted though, as MFV requires 128k of memory. But in return you get a varied game.

You are PRISM, the first truly self-aware computer of 2031 AD. You have been deceived until now into thinking you were human, when actually all you have known and experienced has just been constructions of your memory bank.

You have been given this "humanity" for a reason. The United States of North America is in turmoil. A plan for staving off eventual disaster has been advanced, but will it work? Through the use of a simulation mode, you will enter a future which has undergone the "plan", and check out how such a system will affect the future.

AMFV is a game of discovery — not just solving riddles and overcoming problems. Part of the fun is in interacting with this new world and finding out more about it.

MAILBAG

Dear Keith,
I'm afraid I have collected a lot of impassable problems, well, impassable for mere mortals like me, but not for mighty wizards like yourself.

The Hulk has shut his eyes, has wax in his ears, is holding his nose, and has ants crawling all over him. What can he do now?

The reporter in **Munroe Manor** has both keys but still can't open the wardrobe.

Then there's this fellow trapped in the treasure room of **Castle of Terror,** but can't remember noticing a flint anywhere.

Macbeth wrote off to Creative Sparks for a clue sheet to get him out of the coffin — that didn't help as their clues are worse than yours (woops, sorry!).

Talking of **Macbeth,** I was sure it had died a death until I read in the Dec *C+VG* of someone who had problems, so someone, at least, is obviously still playing it.

K.G. Taylor,
Brecon.

Keith: Take the ants to the mill, get them to examine the barrel, and use the flint to pick the wardrobe lock, thus releasing Macbeth who only THINKS it's a coffin he's in! Seriously though, there are more clues on page 71.

Dear Fascist bully-boy,
I've never sent you a letter before, but I now feel I must. Why? Well, it's winter, and I would like a **C+VG** t-shirt to keep me warm (size small). Not only that, I would like to comment on the Helpline. The reviews were good, and the Adventure Mailbag was an interesting feature. Now for the bad points!

- The adventure tips were just a load of old tips which had been published before, and had been revamped for this edition.
- I assume **C+VG** is, as the name suggests, a computer mag. Why, then, are we subjected to such horrifying pictures as those of the Helpline team? Are you about to change to Creepy & Virulent monthly? I suggest you all pop down to Tesco's and buy some brown paper bags, then the unsuspecting public will be safe from such gruesome graphics!

Michael Pendry,
Gwent.

Keith: You didn't study the pages XXII and XXIII enough, Michael! The new tips were headed CLUES and appeared on page XXII, whilst the column headed TIPS clearly stated that these were a collection of all tips since last March, and they were continued overleaf.

ADVENTURE HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

HELP

Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



CRINGING CRIES OF HELP!!

Winter is no time to linger on the beach, but Mark Evans of Monmouth is doing just that — in fact he's stuck there! Can anyone lead him inland in the **Emerald Isle?**

Christopher Waite of Chelmsford is stuck on a German hillside in **Eureka** — he wants to answer the resistance but doesn't know how. So he popped into the café to think it over, and he's at a complete loss there, too!

Dave Walsh is feeling the heat in **The Inferno.** He's tried digging, but that doesn't seem to help, and he's a bit put out by Virgil, who hasn't shown up in two months, despite promises. Dave's tried reading the paper, but that is in a foreign language he can't understand, so who can offer help or a translation!

The Sandman Cometh is a great game that all adventurers should have in their collection, reckons Mick Braham of Letchworth. It's a shame that not many have even heard of it, he says. His problem is to find the password that will get him past the boulder on the planet.

Mrs McKinnell of Sheerness is nearing the end of **Fourth Protocol.** I have tended to fight shy of giving clues about this game, as the format doesn't lend itself to short sharp tips. Clues tend to read as strategy lists.

However, Mrs McKinnell is in need, now, of a few short snappy answers! What proof do you have? She thinks: Tapes, Voice prints, Finger prints. Where did it happen? Mrs K thinks: Pizzahouse. How was traitor recruited? Mrs. K Thinks: False flag, blackmail! Is she right? What does SVETOFOR mean? she pleads, dying to get into the second part of the game!

Heroes of Karn has survived well, and continues to get mentioned in the mail. Although the database is fairly brimming with clues, one missing answer has been highlighted recently, by the popularity of the question: "Where on earth is Khadim?"

Tim Huckle of Bedford has also caused some embarrassment by asking an unanswerable question. How should he deal with the butler, and how can buy a house in **Hampstead?**

Having said I'd not heard of **The Moreby Jewels**, Andrew Lamb of Blyth in Northumberland has enlightened me. It is a Quilled adventure by Double Play and in answer to Beryl sharp's question, the THING in the letter box is nothing as sinister as she thought. It is merely an envelope, which when opened will reveal.... "Incidentally," asks Andrew, "does anybody know how to get into the pub opposite the house?"

Paul Gilbert finds many places in **Tylon's Castle** in darkness, and has, to date, been able to secure a source of light. "Is the crystal useful, and why does it only glow in certain places?" he asks.

Paul is also puzzling over **Ashkeron.** How can he lift the lid of the Shield Bearer's tomb, and what must he do to get the floating orb?

Who plays adventure on an IBM PC? You do? Good, your help is needed with **Adventure in Silesia** where Alexander Irwin cannot get past the snake! Send word to the Helpline if you know the answer!

Beware! There is an ape at large in the form of Ian McMahon of Lisburn. Ian is gibbering with frustration at not being able to revert to human form, in **Witch's Cauldron.** Any help to get him out of this predicament, or to open the south door or trapdoor in the strange room, will bring relief all round in the Monkey House!

Finally, what should **Denis** player Nigel Thompson of Haynes, give Norman Fowler, folks? I know what I would give him — a UB40, a 1966 birth certificate, and some seedy digs in a holiday resort!

DOUBLE, DOUBLE, TOIL AND TROUBLE!!

This month sees a letter from a **Macbeth** fan from Brecon, who, not having seen mention of the game for months, thought the game had died a death.

Adventures have a long life, and **Macbeth**, being rather heavier than most, it seems that it has taken until this time for the problems from the serious players to reach the Ideas Corps Penthouse in numbers

Meanwhile, many have given up, so with the hope of clues that might be forthcoming as a result of these pleas, perhaps those who fell by the wayside may be encouraged to try again!

Michael Spiteri of Seasford in Victoria, Australia, has only just finished the first part, and has not given up! Finished, that is, except for the question at the end: "How can you describe today's events in three words?" Has anyone a succinct answer? Perhaps from Michael's point of view, LOAD, SAVE, RESTORE, might be apt!

It is quite likely that Anne Stevens of Kensal Rise might be able to help Michael, for she is into the third section. However, she can't get out! Anne's main problem lies in the screen where the key is hidden as part of the bridge and skyline, with an indefinable 'something' near a man lying in the foreground. Assuming that these objects bear some relation to the game, Anne is unable to find the correct vocabulary to decipher what they are. She therefore cannot get out of the screen, as none of the other objects depicted are actually recognised by the program.

In the lead so far, Mrs. Quinn of Tottenham, who uncovers the secret of the cat and thumb in the Adventure Clues section. "Can anybody shed some 'light' on Macbeth 4? With this "in hand" I think I could "do it". If I could find the coffer, too!" she cries, adding: "I just love the Adventure section. More, more and MORE please!" And I just love letters like yours, Mrs Quinn. More coming up in a month's time!

ADVENTURE CHAT

John McCann of Lisburn has been playing **Red Moon**, and he is indignant! "Your column indicated that Level 9 write the best adventure games going, with hundreds of graphical locations, and people taking years to finish them.

"Four days and 989/1000 later I am disgusted. They tell you to save your position regularly, and then take a point off you every time you do! So to get 1000/1000 you have to play the game in one go!"

I suppose that is the ultimate challenge once you know the solution! Not all adventure players like every game on the market, John, even every good game! It's all a matter of taste, so perhaps Level 9 Adventures are just not for you.

Crossing the road is a tricky business for drinkers, as many players of **Pub Quest** will know.

ADVENTURE CLUES

FOURTH PROTOCOL:

Nato Documents: CENCOM contains the file TELEPHONE which lists three telephone numbers. Blenheim computer 04382731. Medical security 71288989. Sir Anthony Plumb 12377563. The last of these is only to be used when you know ALL the details about the traitor and his contact. You will lose prestige points if you phone before you have this information.

SPIDERMAN:

How to get yet more Gems. If you can't see through the illusion, try feeling it! To defeat Electro get Doc Ock's arm and hit him with it.

HULK:

Carry them!

MYSTERY OF MUNROE MANOR:

Carry only the brass key to unlock the wardrobe.

CASTLE OF TERROR:

Examine the barrel outside the mill! If you find nothing, examine the other one!

ERIK THE VIKING:

The cauldron should be emptied.

WARLORD:

Throw the urn into the fire for a victory over Fomorians.

SORCEROR OF CLAYMORGUE CASTLE:

Examine the crate — it contains something really useful. Either drop it from a great height or use the permiability spell to enter.

WIZARD OF AKYRZ:

The bridge problem. Put the chicken in the treasure store. Take the corn and fox over the bridge one at a time. Move the rock and retrieve the chicken when you have gone down the path.

MACBETH:

Climb into the sieve before giving the thumb to the Manx cat.

MAGICIAN'S BALL:

You can't get through the garden gate until after you have killed the Magician.

JEWELS OF BABYLON:

The watch is at Wrecker's Cove.

PIRATE ADVENTURE

Under a field in a pit.

INCA CURSE:

To enter the temple, strip a branch and use it to break the latch. Climb, and rock the padlock!

MAGICIANS BALL:

To cross the bridge get the tree to kill the goblin. But the first thing to say to the tree is: TAKE ME. The key to the wooden door is the golden mouse.

BORED OF THE RINGS:

To get past the Morona Gate drop something that'll make you sneeze. To open the box you'll need something sharp.

WIZARD & PRINCESS:

There's a bit of Hocus Pocus in crossing the chasm — merge two notes together for the clue. One is found in the hole. To leave an island, drink parrot's brew. With the bird, rub the ring. Do to frogs the princely thing. Make sure you have the sapphire ring and go up the tower until you find a wizard raven. Wear and rub the ring.

SNOWBALL:

Don't waste time pushing too many buttons. Remember the *Voodoo Castle* lines about making a stand around the coffin. Get up there quickly and you're safe for a bit! The screen — that's a blinking hard problem. Carry the aerosol in the tightly closed box. Open it when confronted by the Waldroid.

MAFIA CONTRACT:

Dying for a drink? Exchange a paper for a tramp's meths!

Along with others, Steve Smith of Knaith Park in Lincolnshire wrote with the answer.

But alas, in solving the game, Steve lost a friend... "Before you ask, yes, I have finished it. It took me two weeks using my friend's copy. You should have seen him — he was livid! He had been at it for three months, and he doesn't even talk to me now!"

So come on, Steve's friend, don't take it so badly! Just remember — I have the Coppins factor to put up with!

That a large number of people wrote with advice on the temple problem in **Inca Curse** was not amazing. What was amazing, was how many people, like me, had a good idea, but couldn't be too sure of exactly how they did it. It was so long ago, that veteran players had forgotten!

Adrian Martin of Milford Haven, and Thomas Potbury of Tunbridge Wells were the first off the mark with a definite answer, and it is with their help that the clue appears this month!

Adventure problems unsolved are never forgotten... Barnaby Mason sold His Vic-20 and his copy of **The Count** that went with it, but is STILL curious to know how to kill Drac — even though he has now lost the chance of trying!

"I was standing there by the open coffin..." he wrote. Not only that, but his Mum has had a few sleepless nights, too! Barnaby's Mum asked him to ask me where the second treasure in Pirate's Cove was hidden — she never did find it! Look in the clues section, Barnaby's mum!

Just because they have sold the Vic doesn't mean they will be giving up adventure. They are awaiting delivery of a 64 — and that will open up a whole new field of adventuring!

CHEAT'S CORNER

Causing a program to go into error can often cause execution to cease, and allow naughty things to be done to the code, still in memory. A method I sometimes try is to type in as long a text string as I can, hoping for an "Out of String Space" or "Out of Memory" error. From Steven Lee of Guildford, comes a novel way of using this error-inducing technique, to list the whole Ring of Power program, which, says Steven, is written entirely in basic.

First enter SAVE, and then type in '2' for disk. Enter a filename, press RETURN, and if you haven't got a disk drive connected, a "Device not present" error will occur, throwing the whole program wide open."

ADVENTURE FUNNIES

"Try typing something rude in **The Pay Off**" suggests Guy Coleman of London E15.

It took me a long while asking around to discover a rude word, but eventually I learned one by asking the Ideas Corporation's Chief Accountant for my monthly cheque.

Trying this out in **The Pay Off**, I got the reply "I have a limited vocabulary, and, so it seems, do you! One minute in the Sin Bin". The screen went blank, and I had to wait for the game to return a minute later! (I still haven't got the cheque...)

"Have you ever seen anything like that before?" asked Guy, signing off: "Keep drinking the Perrier!"

ADVENTURE CLUES

Giving a helping hand with the clues this month, were: Steven Vickers, Carshalton; Mrs. A. Quinn, Tottenham; Guy Coleman of London E15; Alex Rahim, Harrow; and Adrian Martin, Milford Haven.

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The most anticipated Adventure of all time must be Lord of the Rings. So when the hefty packages arrived — carried by some odd looking dwarfish characters in hooded cloaks — we sent them straight off to our ace adventurers Keith Campbell and his apprentices Jim Douglas and Paul Coppins. Now we present three views of Philip Mitchell's translation of the Tolkien novels.







REVIEW SPECIAL

JIM'S QUEST

When **Lord Of The Rings** arrived at C+VG, JIM DOUGLAS looked at the package and found a useful way of keeping the Penthouse door open.....

This is probably the most professionally packaged game to come from Melbourne House. The large book-like box and its contents simply reeks of quality!

The novel makes a wonderful doorstop. It is impossible to tell quite how important it is to read the book before you actually start the game. I shouldn't think Melbourne House would include it if it were completely useless, however....

The instruction book is mainly an explanation of Inglish, a few legends and fibs, and a general introduction to Adventures for beginners. The program itself doesn't want to admit that it's loading; you are left with a flashing red and cyan border throughout most of the process — most disconcerting!

The game is very similar to the **Hobbit**. The graphics are acceptable, although not up to the standard of its predecessor.

There is a clever routine whereby you can choose which characters you wish to play, which, of course, enables you to play the game with friends.

Using this method you are more likely to get another character to do exactly as you request, instead of risking leaving it for the computer to work out.

There is a nagging delay between entering each location and the cursor re-appearing. Whilst frustrating at first, you soon spend much more time thinking about your next move, and the machine has to wait for you!

Lord of the Rings matches all expectations. It is a very good game, but certainly not for the inexperienced adventurer. Don't set off with expectations of solving it — just explore, experience, and enjoy!

You are Frodo.
Being carried by you are a map, a canvas backpack, a small gold ring and a blue book.
Merry waits.
Pippin waits.
Sam waits.
You go west.
You are in a comfortably furnished cottage. You can see a table. On the table is a welcome meal.
Possible exits are west through the yellow door and east through the red door.
Merry enters.
Pippin enters.
Sam enters.
>I.
>W.
>

PAUL'S QUEST

PAUL COPPINS started loading **Lord of the Rings**, and sent out for bacon sandwiches. Before they were delivered to the Penthouse, Paul had completed the adventure and washed it down with a glass of Perrier....

Although the text is very descriptive and well-written the graphics are not up to much. The puzzle level is easy to moderate, the main difficulty being where the plot varies from that of the book, in particular, crossing the bridge East of Bree.

One very good feature is the ability to give other characters commands, which means that you can tell others to carry out the lesser tasks, while you take on the more important stuff.

There are three mazes in all, one in part one, and two in part two. Part two is by far the better, having a better sense of humour, and no graphics! There is a bug in part one which makes it possible to become trapped inside Maggot's farmhouse with no means of escape. The only problem in part two seemed to be that the program didn't know the Elvin word for 'friend' (MELLON).

Lord of the Rings is without doubt a far superior game to **Hobbit** and **Sherlock.** I would even go so far as saying that personally I believe this to be the best from Melbourne House so far! I can't wait for the second part of the trilogy!

KEITH'S QUEST

Paul and Jim disappeared with a MUDpack and a pile of Madonna records to enjoy Christmas, leaving Keith with nothing but a "Yer, good, isn't it!", a deadline, and a half-empty bottle of Perrier....

LORD OF THE RINGS

The magical ring of Sauron is in the possession of the Hobbit Bilbo, master of Bag End. Bilbo is ageing, and, becoming weary, decides to set off to visit the mountains for a long holiday, probably never to return.

The Ring is a source of evil power, sought by the Dark Lord of Mordor, and using it can turn its owner to evil. Before the Wizard Gandalf will let Bilbo leave, he persuades him to leave the ring in the keeping of Frodo, who is to be the new master at Bag End.

After some years, it becomes clear that the presence of the ring is a threat to the well-being of the Shire, and must be destroyed. But it is said that Rings of Power can only be melted by Dragon's Fire, and there is no Dragon's Fire hot enough to touch the one Ring of Sauron.

"There is only one way: to find the Cracks of Doom in the depth of Orodruin, the Fire-Mountain, and cast the ring in there...." Gandalf tells Frodo.

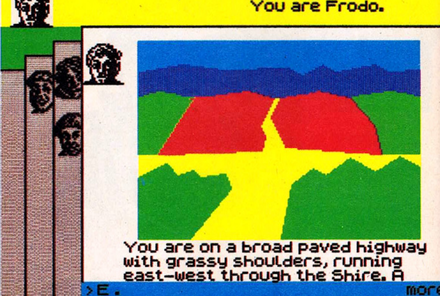
So Frodo sets off in the company of fellow-Hobbits Sam Gamgee and Pippin Took to dispose of the ring, yet afraid even to wear it, lest its evil powers corrupt him.

"You are in a comfortable burrow with a round window and a green door to the east...." So starts the first **Lord of the Rings** adventure game, based on *The Fellowship of the Ring*, first of Tolkien's famous trilogy.

The package from Melbourne House is a bulky one, comprising the paperback version of the book, plus two cassettes and an instruction booklet. The game is in two parts, one on each tape. On the reverse side of each is a 'beginners' version, a cut-down adventure in which the player takes the role of Frodo.

In the main game, the player can opt to play the part of any or all of the four main characters. During play, he can change his role to any one of the characters he has chosen, by entering:

"Become ...." This is said to



LORD OF THE RINGS

enable a number of people to play the game, each taking a separate character. So it does, but it does not enhance the game any more than if a group of people play together operating all characters. In fact, there is little need to swap between characters unless you decide to split the party up, since 'Inglish', that well known Beam Software command language, accepts phrases like: SAY TO SAM "GET BACKPACK".

The opening sequences of the game require the acquisition of suitable objects to prepare the party for the journey, and this is quite a long process, for there is a lot of stuff lying around the burrow.

When Frodo's inventory limit is hit, it is necessary to transfer equipment to another member of the party.

This involves a lot of either BECOMING or SAYING TO, and since backpacks are provided for putting things into, the whole business can become horribly involved unless the player keeps careful note of who is carrying and wearing what, and where everything is at any given time.

I accidentally had Pippin pick up two backpacks, and wrestled with the Spectrum for fifteen minutes before I could transfer one of them to Sam! After one of my more ambitious multi-command inputs, I received the following horrendous reply: SAM TRIES TO TAKE THE MAP BUT PIPPIN HAS IT.
SAM TRIES TO PUT THE MAP IN THE CANVAS BACKPACK BUT PIPPIN HAS IT.
SAM TRIES TO PUT THE LONG ELABORATELY CARVED PIPE IN THE CANVAS BACKPACK BUT PIPPIN HAS IT.
SAM PUTS ON THE CANVAS BACKPACK.

And of course, the more clever you try to become with the commands, the more likely you are to get a reply such as: I DON'T SEE ANY LY PIPPIN'S MATCH FROM BACKPACK TO TALK TO PIPPIN.

As all this takes a tremendously long time, it is highly recommended to save the game once you have got your party loaded up and out of the burrow. There can be sudden death lurking in the forest, and to be caught without a saved game, means you will have to reload initialising data, and go through the SAY TO SAM "GET BACKPACK AND GET MAP AND WEAR BACKPACK AND PUT MAP IN BACKPACK" routine all over again.

In issuing commands to different people in turn, it is possible for things to get a bit out of step, and there is nothing more calculated to frustrate the player struggling to get a grip on these mischievous Hobbits than: PIPPIN SAYS "ISN'T TRAVELLING FUN" in the middle of it all!

The game has an unusual screen layout. The text window is a slightly cut-down Spectrum screen, with a top border displaying a row of portraits of your selected characters.

The currently active character is named on the screen, and his portrait is shown in highlight. I discovered after reloading a game which I had saved as Sam, that I was listed as being Frodo, whose role I had taken in the game I QUIT. The top border was not updated until I BECAME somebody else.

Below the border is the text/graphic window, narrowed by three grey columns to the left, on which appear portraits of characters not present at the current location.

Whilst the program works out who is going where during a change in location (everyone seems to follow everybody else) it clears and re-positions the portraits one at a time, resulting in a drastic increase in response time whilst faces flash off and on and flip from column to column.

The overall response time is disguised somewhat by a few seconds delay AFTER all the replies have been given, before input can be accepted, but in total runs at anything between 10 and 20 seconds when moving from place to pace.

The text window sometimes has graphics in it — there are occassional pictures which scroll up to be replaced with text on hitting any key. They are not particularly artistic, and to me they represented merely another degradation of response time.

Below the text window is the command input area, and messages that are not part of the narrative, such as DON'T BE SILLY when you try something that isn't possible (although probably fairly sensible), appear here.

The trouble with this is, that some messages are too long for the three lines allocated, so the top half often scrolls out of sight under the text window before it can be read.

Key depressions cause a short bleep, which is particularly useful on the Spectrum, since it is so easy to press a key off-centre without noticing that it hasn't registered on the screen. Type-ahead of one character is possible, but this causes a problem, since the last character entered is the one that is displayed when that prompt finally arrives.

This is particularly annoying when using quotes. For some reason, there is a delay of about one second between issuing a quote, and its appearance on the screen. If you get into the rhythm of typing a sentence, it is all too easy to find you have the wrong letter following the opening quote. This makes SAYing TO rather irksome.

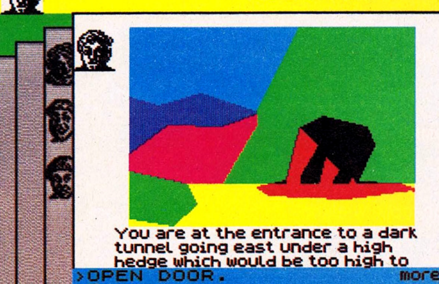
If the prospect of ploughing through the book seems a bit daunting, then, if you didn't see the film when it was shown on TV recently, you might consider watching the video, available from most good video libraries. This will put you on the right track, but to get the best enjoyment out of **Lord of the Rings** adventure, you really should read the book, for then you will have a far better idea of what the game is all about, and how to react in certain situations.

- **Vocabulary** 9
- **Atmosphere** 8
- **Personal** 8

You are Frodo.

You are in a large grassy square, planted with beds of flowers and shady trees. There is a broad
>W.
>W.
more





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ADVENTURE

REVIEWS/1

MASQUERADE

● **Supplier:** All American Adventures
● **Machine:** Commodore 64 (disk)
● **Price:** £14.95

Argh! It's driving me mad! I've come across this body in a seedy hotel room, and I'm after Mr Big, the brains behind a crime syndicate. There's a bomb set to explode in just under the hour, and if it blows, the hotel will be reduced to a pile of rubble. But will it matter?

Frisking the body, and making off with everything useful, I head downtown, pass by a movie theatre (costs more than I can afford) and head for the zoo, where I can just about raise the price of a ticket to get in. If I haven't got a knife in my back by now, I can feel eyes on me, and it's not only those of the gorilla! A mysterious and sinister figure is lurking in the shadows, watching my every move . . .

After a quick tour of the zoo, I reckon this could be Mr Big's HQ, and maybe he's hidden away in the office building. Otherwise, why would the guards want to kill me for going in?

Come to think of it, I've a whole list of questions, and not many answers — not much of a 'tec, am I?! I've sussed out that the hotel waiting room is for waiting in (I think!) and I think I know why I want popcorn — if only I could afford to buy some!

But why is the fence electrified — and what's behind it? What secret does the rock in the reptile house hide — and how can I get at it without venomous fangs being sunk into me? Why the bird? Surely it must be useful if I can take it? And why does it fly away when I release it by the snake? Surely that's not how things should work, should they?

OK, I have a theory about that, and like the movies, it's all tied up with cash — there's simply not enough around! Equally scarce are bullets — there's nothing unnerves me more than carrying un unloaded gun — even if it is a .44 magnum!

Masquerade is an intriguing mystery set for you to solve, with the aid of a Commodore 64 and a disk drive. It is pleasant to play, for although only two-word commands are accepted, the vocabulary is well handled, and the response is instant if played in text only.

The graphics are very good, and cartoony in style, but when you've seen a picture more than enough (and this will happen quite quickly, I can assure you!) you can invoke 'MIXED' mode, which allows you to toggle them on and off by use of the RETURN key.

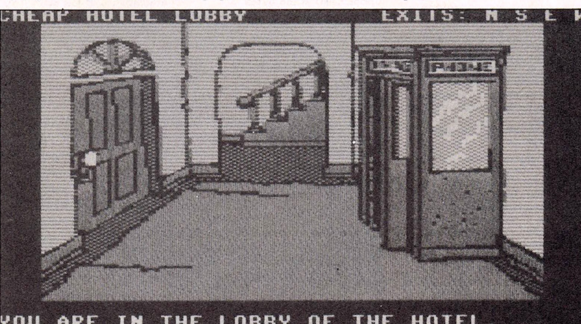
This is one of the few disk-graphic adventures I have come across that actually omits to load the graphics when in text-only mode.

If you want to redisplay the pictures, then you have only to press RETURN a second time, and the current picture is read in.

Apart from my reservations about the price, this is a mystery and suspense Adventure I can recommend without hesitation.

Keith Campbell

Right, I must go now. Can't hang about. I've got to work out just what this button on the box does when I press it... dare I press it?



MOUNTAIN PALACE

● **Supplier:** Duckworth
● **Machines:** Commodore 64, Amstrad
● **Price:** £7.95

In the opening moves of this game, I found a fishing rod that would not fish, and a shovel that no way, no how, was going to be made to dig! Bearing in mind that it was the very thing I needed to move a large pile of rubble blocking my way, I feared the worst.

However, after a few sessions of wandering about with very little happening, with the spin of a top came the move that was to prove the key to unlocking this adventure. From this point on, things started to look up.

The game opens with you standing on a mountain ledge outside a hidden palace, hidden, that is, until you found it!

You have heard rumours of vast wealth lying inside this long lost palace, and you need only walk in to collect your prize.

Unfortunately, this turns out to be a little more difficult than you imagined. Gaining entry is the easy part. It is getting back out again that is tricky, for there are some very sinister inhabitants living (or perhaps 'undead' is a better word) in the palace, and this forms the main part of the adventure.

For example, there is a headless ghost that leaps out and throws magic daggers at — guess who?

Some rather unusual vocabulary is required to solve this game.

Words like KILL and ATTACK don't have the same meaning that most of us have grown to expect.

The answer to some of the problems are a little unexpected too. To deal with the dagger-throwing ghost, for example, experience would suggest that you would need a cross or other religious object.

But here, you fight them back using an axe! Hi-tech Ghostbusters watch out!

Despite all this, I found that after I had been playing for some time, I had come to like the game! Perhaps that was largely due to the truly awful puns that cropped up now and again!

That, and other humorous episodes appealed to me, making this an enjoyable adventure to play.

The game is worth a quick play — you may find you like it!

Paul Coppins

● Vocabulary	4
● Atmosphere	7
● Personal	7

MINDSHADOW

- **Supplier:** Activision
- **Machines:** Spectrum, Amstrad, C64 (disk and cassette) Atari 800 XE/XEL (disk)
- **Price:** £9.99

Mindshadow was originally released on disk only for the Commodore 64, an increasing trend for adventures originating from the U.S. It is very rarely that any game is reviewed twice in **C+VG**, but this release of **Mindshadow** in a cassette version, not only for Commodore, but also for both Spectrum and Amstrad computers, is unusual.

It affords the ideal opportunity to see how a game that reads in graphics from disk while it plays, turns out on tape. Such a comparison must also be a comment on the capabilities of the respective hardware.

To recap on the full review (**C+VG July 1985**) you find yourself stranded on a on a desolate beach on a tropical island, with no idea of who you are or where you come from. You take it from there!

The main drawback of the cassette versions is that **Mindshadow** comes in two and a half parts. Part two of the game cannot be played until part one is completed — saved data must be loaded from one part to the other.

Nothing wrong with that, of course, it is standard procedure in large tape-original games such as **Tower of Despair**.

However, for a faithful conversion from one orignal part, the plot must have a structure that prevents returning to locations appearing in part one, when playing part two. **Mindshadow** has this sort of plot.

The half-part is accounted for by the built-in tutorial, which is offered as an option on disk, but which must pass through the cassette head whether used or not, on the tape version.

In both tape versions, the loading instructions were incorrect. The Amstrad produced a 'Memory full' error whilst loading the main program after the tutorial, using the quoted command Q. To overcome this it is necessary to power off before loading the main program.

The Spectrum had a worse problem. No warning is given in the instructions about the lack of motor control. To stop at the correct position to continue after the tutorial, it is necessary to stand by to stops the tape immediately the tutorial has loaded.

The command Q takes the computer back to READY, but the program name given to load the next part, MIND1, is incorrect.

This isn't important if you are at the end of the tutorial, since you can type LOAD "". But if you wish to bypass the tutorial altogether, you would need to type LOAD "PART A" (note upper case) at the outset.

This hassle apart, how did the tape versions rate in comparison with disk? I compared the graphics, and the response time in moving from one location to another, when the picture has to be redrawn and response is at its slowest.

The Amstrad beats the Commodore disk in response time; the graphics are not only faster to load/display, but more colourful, and have higher resolution. My only criticism is the use of red in place of brown, giving the pirate ship a rather gaudy appearance.

The surprise came in the response comparison of the Spectrum version. For most movements, the Spectrum is barely quicker than the Commodore; in some cases it is noticeably slower. And anything that is slower than a Commodore load IS slow!

The pictures are as faithful a copy of the originals as I imagine it is possible to produce, given the different graphics characteristics of the machines.

The text in all versions is, as far as I could tell, identical.

Here the Amstrad lost out a little, for in using the 80 column text mode, the text was a little difficult to read on an ordinary television set.

A feature now becoming popular in Adventures, is QUICKSAVE and QUICKLOAD — a boon to lazy adventurers (like me) who are about to undertake a risky move.

Usually, this means a save to RAM, as indeed it does in the cassette versions of **Mindshadow**. However, on the disk version, although the process is quick, it is far from instant, as the position is saved to the game diskette. So here, both the cassette versions won hands down.

In conclusion, these tape coversions show up in a good light against the Commodore disk version. You won't get anything less — even the 'change to full-screen text' toggle is provided.

Keith Campbell



AL-STRAD

- **Supplier:** Rhinosoft
- **Machines:** Amstrad, C64, Oric
- **Price:** £2.50 (Mail-order only from: Rhono soft, 19a Bradgate Avenue, Cheadle, Cheshire SK8 3AQ

It is very easy to overlook a cassette with a plain inlay, especially if it is not a pre-release copy of a potentially 'big' game, and accompanied by a suitably impressive press release. By 'BIG' I mean a game that, good or mediocre, is going to sell well because of the hype backing it.

Lucky, then, that I didn't overlook **Al-Strad**, for I would have missed an excellent adventure. Written by Paul Gill, **Al-Strad** is a text-only adventure with a strong sense of humour, and a background theme of the computer games world. One of the objects is even a cassette of **C+VG** Game of the Month, 1976!

Starting off in a fairly mundane forest, the adventurer is soon led into a hut with a combination safe and a lever. No points for guessing that he hasn't a clue what the combination is! Pulling the lever causes the floor to move, and he finds himself trapped in an underground computer games chamber of horrors.

The Masterchronic offices contain a pile of rubbish, while in Adduckktive Software sits a wax model of Keb Tons atop a pile of men's magazines. Trouble is, there's a dead end here, and no backing out!

Outdoors the scenario ends with a river, and discovering how to navigate it comes as a bit of a blow. But there's no 'arm in that!

Thus a double dead-end appears; one, by a shiny rocket ship guarded by a fierce dog, and the other, by a pool of bubbling quicksand, for which a highly cryptic clue can be found in a nearby cave.

Soon, when all other possibilities are exhausted, the adventurer is forced into cracking the safe, the answer of which was really in his palm all the time.

Al-Strad is a series of cleverly interlocked puzzles, arranged in a well-thought out way to make the game encouragingly easy and satisfying to play at the start, but culminating in a few nasties that will have the experienced adventurer scratching, if not banging his head.

Keith Campbell

Vocabulary	8
Atmosphere	8
Personal	8

ADVENTURE

REVIEWS/3

RAPID ROUNDUP

Some old and some new, here we catch up with a few recent adventures that didn't make it in these pages.

Jim Douglas took a look at **Desperados** and awarded it a Personal Rating of 2, while Keith Campbell tackled **Classroom Chaos**, PR:2, **Mystery Manor**, PR:5, **Klondike Gold**, PR:7.

● Someone has stolen the school's Challenge Gold Cup, and the headmaster suspects you, in **Classroom Chaos**, for the Spectrum, from Central Solutions Ltd. Poor quality meaningless graphics hardly spoil what is a very sparsely worded adventure with little atmosphere, in which you must solve the crime and find the cup.

No exits are shown, and when you do move, many direction are illogical (eg going south is not always the reverse of going north).

Moving from cricket to football pitch, through the playground and up the road might be fun for young kids — but would they know the date of the Battle of Bannockburn?

Personal Rating (KC): 2.

● Also from the Central Solutions, and in the same series as Classroom Chaos, is **Desperados**, in which the local Sheriff decided to get rid of the bad-guys. Off he rode with a posse in search of Black Jake, leaving you in charge.

When the game began I was presented with some pretty desperate graphics, and the crashingly predictable "What now pardner!" as a prompt.

Pretty soon I realised I wasn't going to get anywhere without the correct items necessary to begin my journey. Cash wasn't hard to come by, and I soon won a "fair bit of money" at poker, which as well as being indeterminate, didn't show up in my inventory.

There is a slightly frustrating "You feel thirsty..." sequence which appears every so often, and doesn't enhance the game at all, and forces you to go back and forth between various water sources. I suppose it IS a sensible inclusion, but....

Certainly not a great game.

Personal Rating (JD): 2

● Sapphire Software have produced a couple of text adventures for the Amstrad, both resonable without being spectacular. **Mystery Manor** sets you off on the trail of treasure, in the spooky mansion Nebula. Predictable problems but for all that not too bad a text adventure.

Personal Rating (KC): 5

● **Klondike Gold** is another offering from Sapphire, and is in the same format as **Mystery Manor**. Set in the desert town of Nuggetville, after the gold rush, there is still some gold in the bank's safe. You job is to discover the combination, parts of which have been hidden in different places by the forgetful manager. This game has more atmosphere that its stable mate, and some none too easy problems.

Personal Rating (KC): 7

RUNESTONE

- **Supplier:** Firebird Software
- **Machine:** Spectrum 48K
- **Price:** £7.95, Cassette

The huge and vastly tiresome debate of originality will no doubt get a good airing when this game is received by the Adventure world. To all intents and purposes it is very, very similar to **Lords of Midnight**.

For those of you who have somehow managed to avoid the **LOM** genre, with its panoramic graphics and huge game-map, here is the state of affairs: you take the role of different characters and move about the land collecting other people to aid you in your quest. This usually invloves rescuing someone, or retrieving a long lost object, or simply smashing an advancing army of wotchacallits.

Someone has managed to churn out pages and pages of supposedly stirring history. It's well-written stuff, but excrutiatingly predictable. The Land of Belorn (yes, it's a funny-names-all-round game!) was inhabited by peaceful folk who were content and understood the futility of war. The obligatory force of evil is made up of orcs, led by arch-baddy Krodomir (sigh!). They are intent on ruling the land, and are having a good deal of fun despatching those who oppose them.

This is where you come in. Greymarel, Morval, and Eliador are the three main characters, and by typing CHANGE TO....you can become each of these. You are presented with a little portrait of whoever you are controlling, his 3D view of the landscape, and text below. The text will usually read: "(name) is standing on (open ground etc.) looking (dirction) towards (landmark)".

The graphics are quite small, but this doesn't detract from their value. A strip at the top of the screen shows the view in blue-on-white. Individual items such as huts, tents, towers and fortresses are all drawn in perspective, and are quite effective.

Whenever you need a character (other than an orc, who are a mindless bunch that I gave up trying to bribe in favour of physical persuasion) you can talk to him, though conversations are not really possible. The most sensible course of action seems to be to get all of your characters together, and then tell everyone to follow everyone else. That way you should all stay together, giving you a better chance in battle, and greater carrying ability.

Once your band is assembled, you can set off on your quest, swapping objects, entering tents, firing arrows and saying 'please' and 'thank you' a lot!

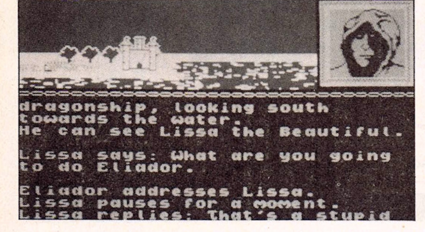
It is quite possible to attack yourself. "Morval charges forward and slashes boldly at Morval's ribs". I'm not sure if this is intentional, but ducking your own blows seems a little extreme!

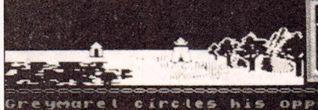
Full sentence input is supported, though not strictly necessary except for communication, and characters hapilly talk amongst themselves. The game is in real time, with the inevitable 'time passes' message appearing every few seconds when nothing is being typed.

Runestone is good value if you haven't got **LOM** — it has some elements of **Valhalla** as well! Purist adventurers will be disgusted! If you've got an open mind and enjoy a quick maraud, this is certainly worth a look.

Jim Douglas.

- Vocabulary 6
- Atmosphere 8
- Personal 8





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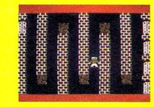
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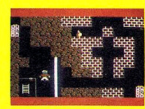
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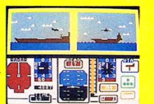
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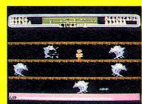
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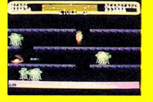
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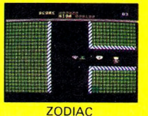
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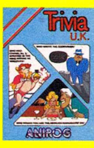
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★ARCAD

Clare Edgeley, Ideas Corp's Arcade Spy, has been on the trail of the hottest new games to enter your Arcades. This month she reports on the Industry's biggest show of the year — the ATEI.

● TIMBER

Are you lumberjack material? All bulging muscles and checked shirts? Well, if by chance you lack those two necessary assets, you can still show off your skill by wielding an axe at Bally/Midway's latest game *Timber*.

Two down and three to go. No time to stop for a break. You've got five trees to chop down before the boss blows his whistle — loud enough to start a massive earth tremor. So get CRACKING.

You start off in an empty back yard. Not a tree in sight, just a few clumps of grass. However, some potent magic fertilizer has been laid and, as the whistle blows, a fully grown tree sprouts from the ground. Run up to it quickly and position yourself to one side. Now swing the axe by moving the chop joystick — the faster you manipulate the joystick, the faster you will topple the tree.

A word of warning. If you cannon into the tree, you'll knock yourself out and lose valuable seconds. You should find it easy to fell all five trees before the whistle blows, at which point the boss wanders up to offer his congratulations. However, should you fail, the ground will start to shake, the trees will shiver and you will fall to your knees as the screen becomes a blur. The boss doesn't believe in half measures.

The next screen is marginally more difficult and introduces three new elements — seven trees to fell instead of five, an angry bear with a beehive and a pink featherless bird.

As you rush around felling the trees, the bear starts to get irritated. Suddenly he can take no more and hurls a beehive in your direction. Dodge this and return to the job. If you are unfortunate enough to be hit, the bees will swarm around you and eat all your clothes.

It's a sorry sight to see a red-faced, macho lumberjack in his undies. All this is time consuming leaving you rushed to finish the task. The bear is now seeing red and follows you from tree to tree with his angry swarm.

The pink bird is just another diversion. As you fell the tree he's nesting in, he leaps squawking from the branches and races around the yard. Catch him to earn 1,000 bonus points, take too long and the whistle will blow.

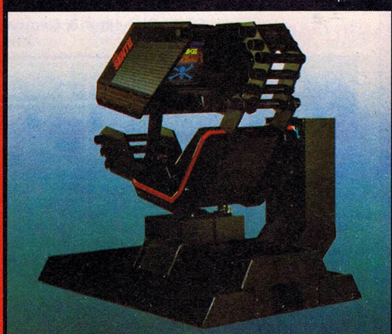
Lovers of the fast shoot-em-up will be horribly bored by *Timber*, but the simplicity of the game will probably attract more younger players.



● ARCADE SHOW '86

Fancy being tossed around in a simulated space battle? Or what about a trip in the wackiest submarine ever invented? Or maybe you'd prefer to run off and chase dragons in the hot seat of Sega's latest venture into hydraulics?

Everyone has different tastes and this year's Amusement Trades Exhibition International — the ATEI — had on show a range of games to suit everybody. Whether your skills lie in intelligence and strategy, straight shoot-em-ups or games that will make you collapse laughing, they were all there, and hopefully will filter into your local arcades over the next few months.



Perhaps the games to steal the show were Sega's *Space Harrier* and Bally Sente's *Shrike Avenger*. Both games are crowd stoppers, and the reason . . . the cockpits twist, turn, move up and down in the same direction you pull your joystick. Operated by hydraulics, the simulators are the most realistic I've seen to date, and coupled with large speakers blaring out the sounds of the battle, you could almost lose touch with reality — that is until your game time runs out. Then it's back to earth with a whooshing sound as your craft settles gently back on its buffers.

Shrike Avenger actually looks like something from outer space, with its sleek, black, modern cockpit mounted on an enormous pedestal. You could easily park a Mini in the space the game takes up. I wonder whether inland arcade operators will have the space available to display such a giant.

Getting into the cockpit is rather like climbing into a very high sports car. With your legs streched in front of you and leaning back at a slight angle you prepare for take-off. The instructions state you have to destroy eight enemy drones, rather like meteors flashing past your cockpit window into the depths of space.

You have both fire power and laser power, one to shoot the drones and other enemy craft, the other to laser blast fuel pods which hurtle towards you.

Arrows around your target area pinpoint the direction of the meteors and, as you move the joystick, the craft hurtles from side to side to simulate that movement. It's a fabulous experience. There'll be more in future issues.

Space Harrier is just as exciting and features a similar cockpit, though this one is easier to climb in and out of. You play

DE ACTION



a dragon-buster whose sole purpose in life is to run and fly through as many object strewn screens as possible, defeating a fabulously colourful dragon at the end of each section.

The screens are all in 3D with amazing technicolour landscapes and excellent graphics. A multitude of objects, both on the ground and in the air come flying at you, those on the ground you must avoid, those in the air you must hit. They include flying boulders and faces of rock, mutant dragonflies and butterflies, propeller shaped objects which always come in threes, amongst others.

The game moves very fast, and to cap it all, you've got to battle with the dragon at the end. It breathes great gouts of fire which threaten to engulf you — avoid those and aim for its face. Time and again, it disappears into the distance, only to turn round and have another go at you. Fortunately, there is a continuous play facility, allowing you to put in more money to continue playing from the point you left off. Unless you are an expert, you will find it very difficult.

It proved almost impossible to play Nintendo's *Super Mario Bros*, due to a couple of experts hogging the game. At last I managed to sneak in and can assure you that a high degree of dexterity and a lot of patience is needed to succeed. It is one of those games which looks very simple and yet has a large number of hidden features and bonus screens to add an extra degree of difficulty.



You play the part of a diminutive Mario who's got a thing about bricks and mushrooms. Leaping through screen after screen, help Mario destroy the brick walls by jumping up and punching them. Some sections of brick have a '?' embedded in them — hit those and you might release a mushroom which will help you grow in stature and strength. Other sections of brick give bonus points, some release stars which allow Mario to stomp and spit at marauding brown and grey mushrooms.

There are dozens of levels, mutant pelicans, funnels to jump onto and slide down for extra screens, Venus Fly Traps, grid-like lifts, grassy columns to leap on and a host of other features for bonus points. *Super Mario Bros* looks like a classic arcade game and one which should be a great success and remain in the arcades for a long time.

Skill With Prizes games have just made their debut in a Trivia-type game which pays out money. The amount you win depends on various factors — whether you answer the questions quick enough to gain a high enough score is perhaps the most important. The payout depends on how much money is in the machine at a given time.

There are five categories to choose from — Sports, General, Science, History/Geography and Entertainment, and eight seconds in which to answer the questions. The speed at which you answer the questions is directly related to your score — so the faster you answer, the larger your payout will be. It is hoped that the new SWP games will give a boost to the video game industry.

Bally's *Stompin'* is a weird game and one which you could be almost embarrassed to play. Watching others is hilarious but it's a different matter when it is you who are dancing around on the floor.

The game consists of a square pad, divided into nine squares on which you stand; those correspond to the nine squares which make up the screen. The game has a hold bar instead of a joystick, the reason is clear when you play.

The aim of the game is to stomp on the insects as they run across the screen to take a chunk out of a piece of cheese in the middle of the screen. As they run throught the grid, you are supposed to stamp on the corresponding square on the ground. As you do so, a footprint is etched on the grid. If an insect happens to be inside that square it goes Splat! As the games gets faster and more than one insect appears, the player ends up doing a strange type of rain dance in an effort to stomp them out. See what I mean about embarrassing! Still it's all good fun and everybody should try it.

Turbo Sub is from an American Company, Entertainment Sciences — a long winded name but a very good game. It is the strangest sub game and is basically a shoot-em-up. You start off on the surface of ocean blasting monsters as they swim towards you, also skimmers as they skim across the water. If you are very good, you'll have the opportunity to shoot down objects on monoliths which rise out of the sea.

Further screens take you to the ocean depths where many trials await you. To begin with you have to de-activate a forcefield to allow your sub to pass.

What makes it so interesting, other than the fast and exciting game play and clear bright graphics, is that the machine will judge for itself how proficient you are, and change the level of difficulty accordingly, sometimes within the same screen. For instance, if you are appalling, harder sections are missed out, and a number of hints will appear on screen depending. If you are very good, there will be extra features to each screen.

More about *Turbo Sub* soon.


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WELL, I'M **SURE** IT COULDN'T BE **IDEAS'** FAULT, SIR...

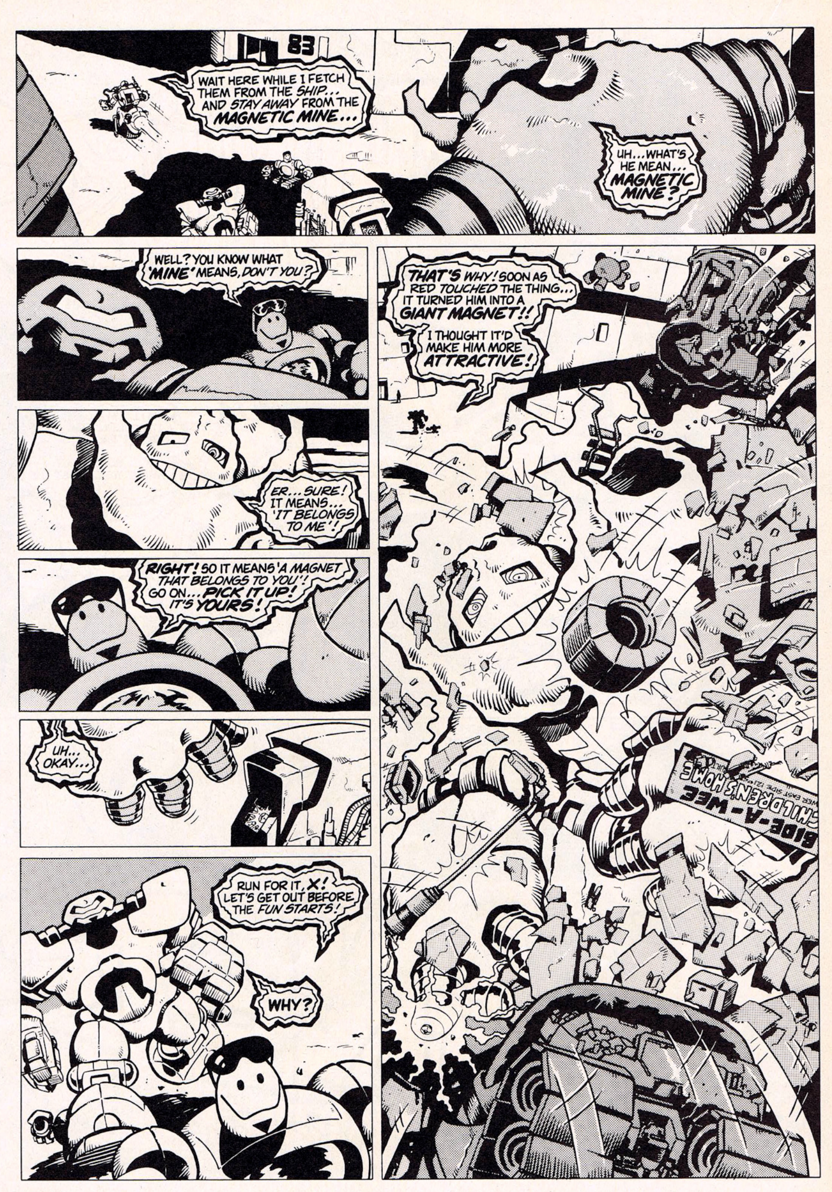
X... MOVE IT OUT WHERE WE CAN GET THE *BACK OFF*...

AHA! AN ULTRA-POWERFUL **MEGA-MAGNET**! YOU'VE BEEN *DELIBERATELY* **SABOTAGED**!

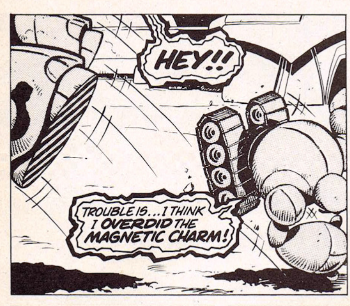
I'LL NEED THE *POS-NEG ANTI-MAG GADGET-GAUNTLETS* FOR THIS!

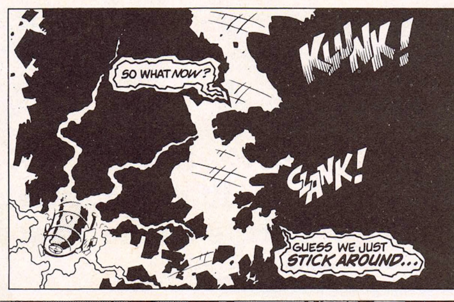
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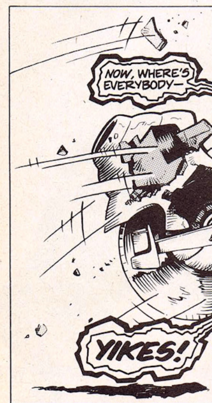
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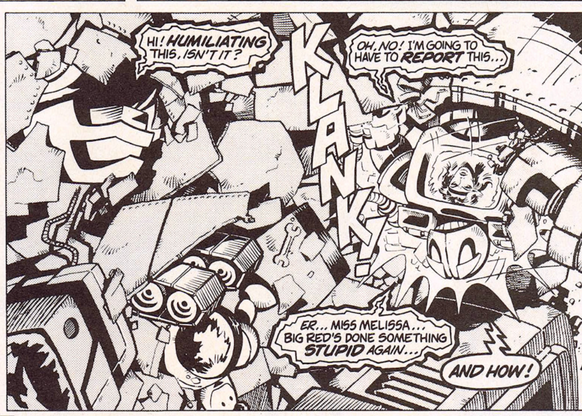


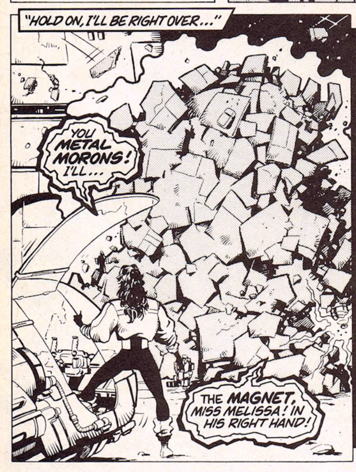
83
WAIT HERE WHILE I FETCH THEM FROM THE SHIP... AND STAY AWAY FROM THE MAGNETIC MINE...
UH... WHAT'S HE MEAN... MAGNETIC MINE?
WELL? YOU KNOW WHAT 'MINE' MEANS, DON'T YOU?
ER... SURE! IT MEANS... 'IT BELONGS TO ME'!
RIGHT! SO IT MEANS 'A MAGNET THAT BELONGS TO YOU'! GO ON... PICK IT UP! IT'S YOURS!
UH... OKAY...
RUN FOR IT, X! LET'S GET OUT BEFORE THE FUN STARTS!
WHY?
THAT'S WHY! SOON AS RED TOUCHED THE THING... IT TURNED HIM INTO A GIANT MAGNET!!
I THOUGHT IT'D MAKE HIM MORE ATTRACTIVE!
BIDE-A-WEE CHILDREN'S HOME


HEY!!
TROUBLE IS... I THINK I OVERDID THE MAGNETIC CHARM!


KLUNK!
SO WHAT NOW?
CLANK!
GUESS WE JUST STICK AROUND...


NOW, WHERE'S EVERYBODY—
YIKES!


HI! HUMILIATING THIS, ISN'T IT?
KLANK!
OH, NO! I'M GOING TO HAVE TO REPORT THIS...
ER... MISS MELISSA... BIG RED'S DONE SOMETHING STUPID AGAIN...
AND HOW!


"HOLD ON, I'LL BE RIGHT OVER..."
YOU METAL MORONS! I'LL...
THE MAGNET, MISS MELISSA! IN HIS RIGHT HAND!


HURRY! THE MORE STUFF HE ATTRACTS, THE MORE POWERFUL HE GETS! I THINK EVEN THE SHIP'S MOVING!
BUG HUNTER
OH, NONSENSE! IT COULDN'T... THERE! IT'S OFF!
RUN! RUN!

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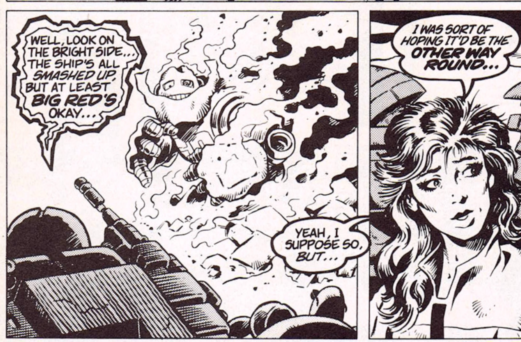
WHAT? BUT... IT'S **OFF!**

OFF OR NOT... NOTHING'S GOING TO STOP THE SHIP **NOW...**

BUT IT **COULDN'T...**

HUH?

IT COULD.



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The hero of the game must get rid of these hungry aliens and patch up his ship.



Here's how to win. We've reprinted our *Space Doubt* cartoon and we want you to make up an appropriate caption to go with it.

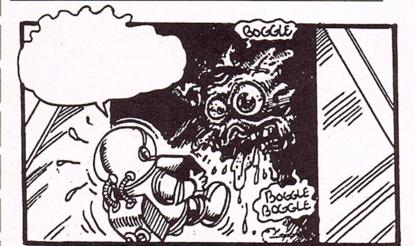
Send you answer, together with the coupon printed below, to Space Doubt Competition, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 16th and the editor's decision is final.

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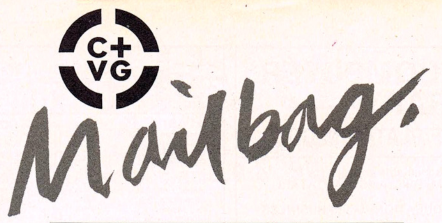
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● I have just finished reading your excellent mag (January issue) which was voted Computer Mag of the Year in our school's annual survey.

As soon as your mag came through the letterbox I caught it — before it even hit the floor — and rushed upstairs. I was looking forward to the map of the Bubblebus game, *Starquake*, as I had only bought the game a week before and was unsure how to complete it. However, when I opened the mag, I discovered that the map was less than one tenth the size of the area I had conquered. My best is 57 per cent with a hi-score of 245,450.

I would appreciate it very much if someone could inform me of any other codes or tips on how to find the other half of the maze.

Ian Brownlee,
Glenrothes,
Fife.

Editor's reply: Thanks for the accolade of Computer Mag of the Year, Ian. We're sorry we could not show more of the *Starquake* map. Originally we had high hopes of printing every screen but, because the game is so vast, we found we would need pages at least six feet by four feet. Keep your eye on Ideas Central for hints and tips.

● This is terrible! Some time ago you did a feature on *D&D*, then a live action roleplay feature on *Treasure Trap* — now finally crashed and missed by a few, but having spawned a host of imitators — then this *Combat Zone* game. The only real part of my hobby which is safe is the postal game!

Actually a lot of people like the idea of action roleplaying but I find it too expensive. Well, I think I can help. In about 1980 Steve Jackson Games U.S. — nothing to do with *Fighting Fantasy* Steve Jackson — introduced a game called Killer.

This was based on a cult game played in U.S. colleges in which players stalked each other. Anyone who knows 2000AD's Hunters Club, or has read *The Most Dangerous Game* will get the idea.

This game uses rather simpler equipment than the pro-games. I must warn people that trying to emulate *Combat Zone* with an air-gun is horrifically dangerous and could lead to a tragedy. I have been horrified by talk of trying this — and want to explain carefully about Killer.

The game takes many forms, and often involves waterpistol shoot-outs, alarm clock "bombing" and subtle attemps at "poisonings".

A Killer society is being formed in Bury St Edmunds and anyone wishing to join or start their own group can write to me at 22 Mitchell Avenue, Bury St Edmunds, Suffolk. The rules are not commercially avalable so I'll supply any information needed.

L. J. Romer,
Bury St Edmunds.

Editor's reply: DON'T try to shoot people with a regular air-gun. The Combat weapons are specially designed to be safe and are nothing like commercially available air-guns which can be lethal in the hands of inexperienced people. If you are interested in L.J.'s game why not drop him a line.

● OK, Francis Crowther, who do you think you are saying that there is no "solitary game worth buying" for the Atari computer? Are you living on the same planet as the rest of us?

If you want games worth buying then here is a list for you: Preppie, Rescue on Fractalus, Ballblazer, Koronis Rift, Spy vs Spy, Mr Do, The last Starfighter, Flip and Flop, Necromancer, Boulder Dash, Blue Max, Electra Glide, Shadow World.

Open your eyes and take a look around at the software market. There's more to Atari than Star Raiders.

Gary Tinsley,
Sandbach,
Cheshire.

● I have a few things to say about some of the things which appeared in you Mega Xmas Issue.

Firstly, F Crowther wrote into Mailbag saying how he hadn't seen one game worth buying for his Atari. I have recently purchased a 130XED after four years of a 400. I have loads of games most of which are of an excellent standard. Doesn't he read the ads in your mag? Why don't you get off your backside and look at *Koronis Rift, Hacker, Seven Cities, Bounty Bob and Mercenary*, eh? How can you say that *Mutant Camels* is ace? It is a totally pathetic game. Anyway it's been gathering dust on my shelf for yonks.

Now I've got that off my chest, here're some more for you to chew on.

1) I would certainly pay £1.95 for a mag which gives loads of goodies away at Christmas.

2) What did you mean by "*Elite* is now available for the Atari, pity nobody told Firebird." Why not give us a straight answer — is it out, or is it not?

3) Thanks for the posters. They're great. I now have six all over my bedroom wall.

4) Give a lot of support to Atari owners, will you? You promised us that some months ago and all we get is two reviews and a competition. You really make us like the Speccy with all those reviews (I'm being sarcastic).

So ends my first letter to you. Please, please don't torture us with loads of Speccy reviews in the future. On the other hand, I've decided that your mag is one of the best on the shelves.

P Thacker,
Walsall.

Editor's reply: *Elite* is not, unfortunately, available on the Atari.

● After tearing my hair and shirt into pieces on a new adventure game, I finally shut down my computer and settled down to read the latest issue of your magazine. I really don't know how you guys can cram so many brilliant ideas in one magazine.

Take Hot Gossip, for instance, it really keeps you in touch with the micro world. And your competitions (Wow! Look at those prizes) are brilliant. As I live in Australia, software here is very expensive. Can you please send me the software than you no longer want.

Cheong U-Tung,
South Perth,
West Australia.

Editor's Reply: Sorry software is so expensive in the land of sheep, kangeroos, sheep, Fosters and sheep. We can't send you any of ours because it's all stashed away in the C+VG nuclear bunker 100 feet below Farringdon Road so we can pass a few hours merrily away as the holocaust rages overhead.

● The trouble with your magazine is that it is too good. You have plenty of colourful and great advertisements — which make great posters to cover coffee stains on the walls — but when I run down the shops the dumb so-called assistant at WH Smith or Boots has never heard of the game, and never will by the look on its face.

So — I hear someone saying — send off for the game in the post. But the only problem with that is the cost and the fact that by the time you've received it, it's been out in the shops two weeks ago.

So I have though of an obvious solution to the problem. All you have to do is print the release date somewhere under the advertisement.

Martin Windsor,
Birmingham

Editor's Reply: Some software houses are so vague about release dates they wouldn't dare print them on advertisements. Anyway, how come you're such a messy coffee drinker that it all ends up on the walls?

● Hi, all computer freaks! My name's A Oskarsson and I live in Iceland. I've got an Atari 800XL and the average game for the Atari costs about £16. C+VG costs £3 here.

But since I started to buy C+VG, I usually buy my games from the UK by post and I can hire some too. I like the postage service very much because I can get some games up to 40 per cent cheaper now.

I would like to thank all UK software house, libraries and magazines for their service.

A Oskarsson,
Iceland.

● I am the owner of an Oric. Even though it is a good computer, I have decided I would like a new computer. My mum said if I did well in my exams I would get a Spectrum or CBM64. But so far I haven't done well.

I think your magazine is great but please publish some more stuff for the Oric, like a review or two, or perhaps a couple of listings.

Alexander Blake-Davies,
Bahrain.

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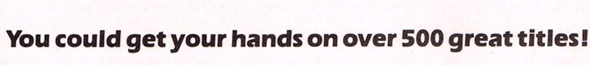
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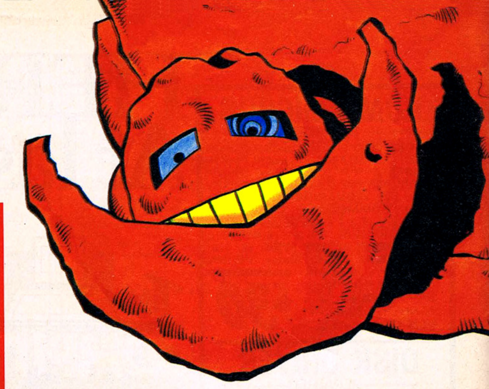
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NEXT MONTH IN C+VG



Mercenary madness has gripped the nation's gamesters — it seems everyone with a C64 or an Atari is trying to outwit the inhabitants of the planet Targ. But lots of you are encountering problems — so IDEAS CENTRAL contacted the Mercenary masterminds at Novagen and asked for the lowdown on the lowlife on Targ. Next issue we've got an illustrated games player's guide to Mercenary, created by Novagen's Bruce Jordan and Mercenary programmer Paul Woakes. If you're a real Mercenary you can't afford to miss it. Check our your nearest IDEAS CORP supplier on February 16th!

Born in the U.S.A.! A special bulletin from over the Pond. Including:
The Atari 520 ST and Commodore's Amiga — we take a look at these two super-computers, plus some of the games software available. Will these machines change the face of games playing as we know it? Find out next issue.

More Stateside senzationalism in Letter from America, plus a look at Star Blazer, the latest sci-fi live action role playing game to rock the U.S.

Remember the Atari VCS dedicated games machine? This defunct machine was the item of hardware that changed many a games player's life. Now the Japanese company Nintendo are breathing life back into the dedicated games machine with their brand new Entertainment System. Read all about it next issue — and prepare to start saving your pennies!

ON SALE MARCH 16th

PLUS Yes, the long awaited **Scooby Do Competition** will appear next issue. Scooby goodies and software up for grabs!

PLUS A special Spectrum mega-listing next issue called the **Wizard of Tallyron**. It's a *D&D* style adventure created by Mike Turner of Star Dreams who also wrote the Sandman adventure praised by Keith Campbell. If you don't want to key in the listing — and it is a biggie — we've got a special offer on tape copies of the game EXCLUSIVE to C+VG readers.

Coming soon to a C+VG near you:
Tour of the Universe! Zoids and Elite — player's guides. The Think! challenge. Amiga games software. The Nintendo Games machine . . . and much, much more in the months to come. Why not place a regular order with your newsagent TODAY!

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Twister, System Three's eagerly awaited new game previewed in last month's C+VG, will be released soon. And, thanks to IDEAS CORP and System Three you could save some cash if you want to get your hands on this neat new game for the Spectrum, C64/128, Atari, Amstrad and BBC. If you were sensible and kept last month's Twister Coupon you'll be able to snip out coupon two below and send both of them to Computer and Video Games, Twister Offer, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU together with a cheque for £5 made payable to System Three Software — that's a whole £2 off the £7.50 shop price! If you missed last issue or decided to spend your 98p on something less sensible than C+VG we'll forgive you. You can send coupon two on its own with a cheque or postal order for £6 if you still want to take advantage of the offer. Which only goes to show how sensible it is to book a regular order for C+VG with your newsagent. We not only bring you the best magazine in the world but we also save you money!

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Over the next three issues we'll be printing special coupons which will entitle you to anything up to £2 off one of these exclusive items.

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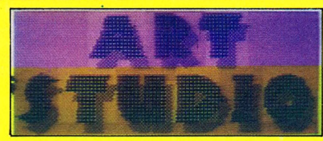
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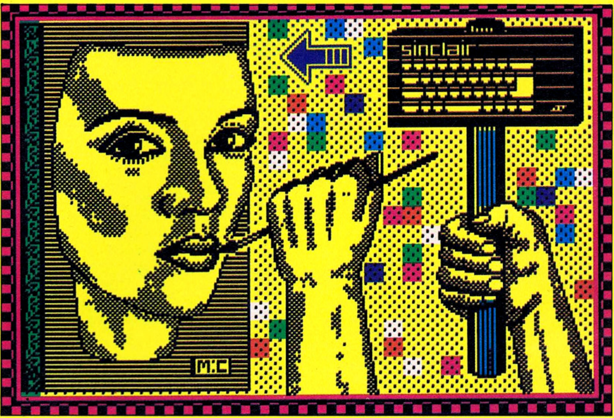

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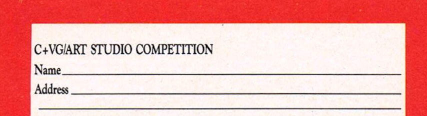
Once you've created your image — using either keyboard, joystick or mouse — you can make it smaller, larger, colour it, add different textures, patterns or shades.

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Right, get to the drawing board if you want to be in with a chance of becoming a proud owner of a Spectrum 128K.







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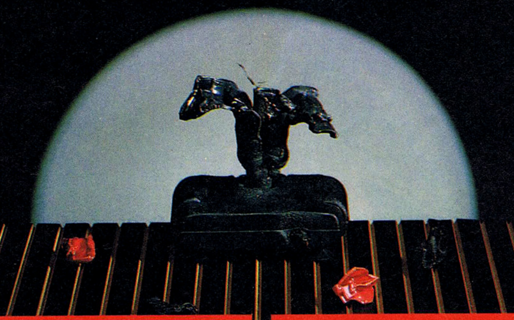
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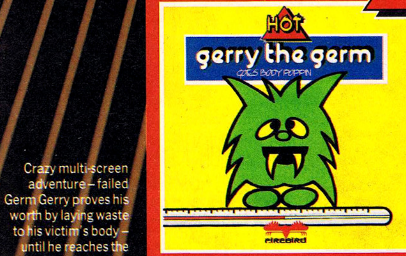


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